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THE

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OM THE CROWD!

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Deputy Editor and Top Cat Andy Nuttall

Staff Writer and Slave engineer Matt Broughton

Production Editor and Fellow Harry White

Design Spec Wolf Tim Bagshaw Rupert Vandervell

Cover Illustration Carlton Design Group, Bournemouth

Group Advertising Manager Nigel Taylor

Advertising Production Tina Gunn

Publishing Director John Fox

Managing Director Terry Pratt

Editorial and Advertising Offices Priory Court 30-32 Farringdon Lane London EC1R 3AU

Telephone: (071) 972 6700
Fax: (071) 972 6710

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Cheers for the mention, Paul Rose Polly.

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conte

Blimey it's hot. What with this being our fan-tastic Summer Special, we've decided to do the entire magazine on the beach. That's right — Amigas and all. So here I am, feet dipping in the freezing briny, knotted hanky on my head and sun-blocker on my nose.

Unfortunately, my 'mates' (Andy, Matt and Harry) decided to swap the old suntan lotion for cooking oil so I've turned an embarrassing shade of fluorescent red. Still, nothing's going to prevent me from enjoying the tranquillity of the English seaside. Just smell that fresh air, admire the crystal-clear waters of the Channel. Oh look, there's some untreated sewerage drifting dangerously close to that bather who's swimming with his mouth open. And look, if that isn't an oil rig in the distance, spilling millions of gallons of crude oil into the sea. Bournemouth — Crapemouth, more like. Perhaps this wasn't such a good idea after all.

Simon Byron,
Editor.

2 CONTENTS

Feel the temperature soar as we list what's in this blisteringly-hot Summer Special. Phew-ie!

6 BOOT SECTOR

Avert your eyes! This month's disks are a retina-burning red, and contain the hottest demos since, well... since we last tried to fob you off with the same lot (December 1992, actually). Still, they're better than our usual crap, that's for sure.

12 NEWS

Who cares what's happening in the world of Amiga games when you're lying on the sand with a fizzy Coke and suntan lotion rubbed liberally into your skin? Boots cares. And so does The One.

16 POSTCARDS

Forget letters — saucy seaside postcards are where it's at, and you've been sending them by the sackful. Pull up a deckchair and we'll share the best with you.

FIFA...40

At last EA is finally ready to unveil its completely full footy game to the waiting world. And guess who's got hold now looks? That's right — your fuzzy-felt mate and get ready to have your socks blown clean off.

20 WIN £250 AND A BRIGHTON TALKING TROPHY!

With — yes! — those tremendously groovy people at Gremlin in this brilliant competition. Will you become Manager of the Year? Probably not.

22 ALL THAT GLITTERS...

Join Andrew Braybrook and his gang as they go skinny-dipping. Laugh as we duck them mercilessly and spoil their game of girly water-polo. We're gits at the best of times, y'know.

PAST, PRESENT AND FUTURE..... 25

Our biggest feature yet! 12 pages filled with more info than an average encyclopaedia. A very small one, that is. With no pages.

HISTORY OF THE AMIGA (PART ONE)..... 26

This is the truth in words and pictures, in fact it was Andy's idea to get out of doing any proper writing. Or work. As usual it took him about a thousand years and the results are, well, very poor indeed. A total nightmare.

WHAT WAS IT, THEN?..... 28

Just how have Amiga games progressed over the years? We talk to a few publishers and discover quite a few embarrassing skeletons in cupboards.

HOT STUFF..... 30

Discover who's the hottest software publisher with our easy-to-use guide. Or (and this is more likely) fall into a coma as Andy attempts some of the feebliest jokes. Ever.

FAN-TASTIC FACTS..... 32

Everything your could possibly want to know about the Amiga. And more. Lies.

CONNOISSEUR'S COLLECTION..... 34

Gary Penn lists the ten best Amiga games ever. And moans about other stuff.

WINGEING PENN..... 35

Gary Penn outlines what he thinks the future holds. It isn't pretty.

39 WORK IN PROGRESS

Oh look — it's loads of unfinished games in a minibus, obviously being let out for their weekly visit to the seaside. Let's point at them and giggle hysterically behind their backs.

nts

51 REVIEWS

Time to wade into the sea and show off to the girls. Look — there's Matt playing catch with Out To Lunch. Oh, Andy's doing the breaststroke with Banshee. Hang on — why's Simon standing on Sued Ninjas' head? Call Billy Baywatch — quick!

84 REPLAYS

Bloody heck! It's our old friends Titus the Fox and Crazy Cars 3, trying to steal our girlies by looking big. Let's see if we can't thrash them at volleyball.

86 WIN SOME WORLD CUP USA '94 STUFF!

That's right, just there. Mmm-mmm! Feels good. Could you do my front now? Just a tadge lower, perhaps. Down a bit further. That's nice. Oh. Whoops.

88 ROLL ZONE

Never ever drop handfuls of sand into your eyes... Never ever put bricks in your flippers and wade into the sea. Never ever put crabs down your shorts in order to enhance your pulling power... Yes! All these tips and more in your favourite, erm... tips pages.

100 KICK OFF!

Jon Hare kicks off his shoes, whips off his vest, jumps out of his strides and runs into the water screaming "we've done some work this month!" in his pants.

102 RESULTS JUST IN

Time to turn on the wireless and tune into The One's results service. How is your Fancy Football team doing?

104 PD ZONE

Matt Beard, The One's very own Seaside Novelty, capers about the print in a silly face, awarding marks to all the cheap and very public pieces of software. Just look at his marvellous bikini. Not bad, eh girls?

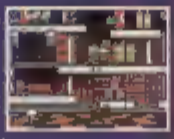
110 RECOMMENDED

The 40 best games line up and compete in a special beauty pageant, just for you.

114 NEXT MONTH

As the sun dips into the sea and the propeller-headed metal detector owners invade the dunes in the hope of discovering mislaid two pence pieces, we wave goodbye to our very special Beach Issue.

OUT TO LUNCH...54



Quite simply, Pierre Le Chef's first Amiga outing is one of the cutest we've seen. Don't believe us? Then play the bloody demo and read this four-page review.

SAYING OF THE MONTH

"The reward for a good deed is to have done it."

BANSHEE...74

Bang! And when it would Cow's Banshee explodes onto the Amiga and almost good it is too. Even Andy likes it. Amazing, eh?

GAMES FEATURED IN THIS ISSUE

BANSHEE	REVIEW	74
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BEST DEMOS EVER – WALK THIS WAY!

BOOT SECTOR

LOADING YOUR DISKS

1. Peel the disk of your choice from the cover, taking care not to spoil the magnificent picture of — a footballer.
2. Insert the disk into the gaping entry port that is your disk drive.
3. Follow the menu at your leisure, selecting the superb demo of your choice using either the function keys or the mouse.
4. GOOOOOOOAAAAAAULT!!!!!!

SENSIBLE SOCCER INTERNATIONAL EDITION

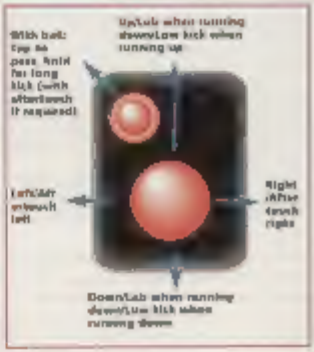
Sensible Software

It seems a bit silly explaining how to play *Sensi Soccer* this long after its original release, because I'd be surprised if most people haven't had a go at some point or other. Then again, this is the *International Edition* which makes all the difference.

This is a one- or two-player demo, allowing you to play for as long as you like — that is, of course, as long as you don't score any goals. Yes, in true *The One* teasing style, this demo allows you to enjoy a brand new Sensi bash to the tune of one goal. This means that you're not exactly going to be able to bust your own World Cup with the demo, but at least you'll get to see the ref in all his shining glory.

New additions to this version of *Sensi Soccer* include the aforementioned ref, the back pass rule, suspensions and enhanced goalkeepers to make up but a few.

Here's a fab idea: why not try and see how many goals you can score? We managed to score, er... well, one really.



Look everyone! The sun has come out! That can only mean it's the beginning of our holiday-tastic issue, and if I'm not mistaken, Matt Broughton has managed to get the best spot (i.e. right by the beach-bar). Ah... smell that seaweed. Oh my mistake — hello Harry. Anyway, let's get things rolling with a look at this month's stunning demos.

DISK A
~~SENSIBLE SOCCER~~
INTERNATIONAL EDITION
Sensible Software
OUT TO LUNCH
Mindscape

DISK B
EMPIRE SOCCER
Empire
QUIK
Titus

OUT TO LUNCH

Mindscape

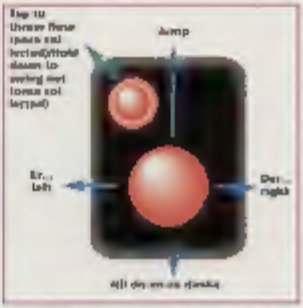
Oh yes. Oh. Yes. Yes! YES! YES! YES!! YES!!! AAR-RGGHHH!!! Phew. That was great, and all I did was load the game up!

Out to Lunch really is one of the best demos we've been able to bring you for quite some while, with not only two full levels from the game, but a secret bonus room game, AND an end of level trolley dash. Cakey.

The basic story line (the full version is available on CD and vinyl courtesy of Simon Byron on page 54) is that Pierre Le Chef's happy ingredients have escaped and wandered off across the land, desperately trying to avoid being bunged into a large hot pot of boiling water (Is there such a thing as a cold pot of boiling water? — Nil Picker Attrill). Sod off grandad! Anyway...

It's now down to you to capture these naughty fruit and veg rebels and bung them into an escape proof cage until they can be transported back into the kitchen. All you have to help you as you go about your trouble about the landscape is a net to catch the ingredients with and some flour bags which can be lobbed at the fleeing fruits to stun them.

Once you've swiped up a fruit you have two choices: you can either run back to the cage and deposit it safely inside by standing above it, or you can take a risk and move on to the next item. I say it's a risk, because should you bump into any unstunned potatoes, chillies, mushrooms etc., you'll be stunned yourself, allowing any carried food to make their escape again. You'll also find yourself being hassled by more aggressive foodstuffs which can only be dispatched by jumping on top of them until they burst (which you can also do to stun your AWOL fruit).



The large number in the top left of the screen shows the number of ingredients necessary to complete the level, and once this target has been reached, a doorway will open up somewhere on the level giving access to the next. If you can't see it at first then you'll have to find it.

There are also several teleports and springs littered around the place, not to mention a secret bonus room hiding somewhere on the Mexican level.

Should you get through all of the levels on our demo disk, you'll be treated to a trolley dash. Here you must keep pushing the trolley along from the left to the right, while the screen scrolls along behind you, trying to catch up. As you trolley along, you can also jump up to the supermarket shelves and grab yourself as many bonus ingredients as you feel brave enough to go for.

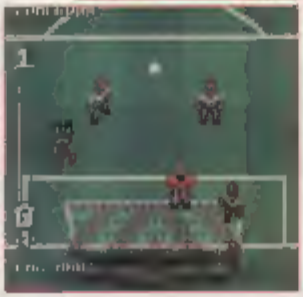
Most of this is fairly instinctive stuff anyway, and I'm sure you'll have a hell of a lot of fun working out any elements that I've not already explained anyway! Ya-ha!

EMPIRE SOCCER

Empire

Football! Football! Yes, we all love football, and no mistaking! So, you've got to grips with the old classic, Sensi — now have a quick sip at the chalice of the future, with Empire's new... Empire Soccer.

It's all football at the end of the day I know, but now you can enjoy all the fun of kicking a ball around with new improved 'huge-chunky-graphics-O-vision'. There's nothing here that's going to take you by surprise, but suffice to say that once you've won or lost the toss (by moving your joystick left or right to select heads or tails) you've got a few minutes to prove your worth against the might of Cameroon. The one-player game in our demo features an average-skilled team (no relation to Cameroon, then) and by no means contains all of the features that you're likely to find in the final game (but more on that next month).



Er, other than that all I can say is, bring back games with dodgy plots in them — at least it's easy to pad out 'Boot Sector' with them! Ta-ra for now.

QUIK

Titus

Rabbits! Rabbits! Yes, we all love rabbits, and no mistaking! Er... well, what can I tell you about Quik. Well, Harry reckons that it's got something to do with Nesquik and milkshakes and stuff, and there's also a good chance that it's French. Or something. Great, Information City straight ahead.

Well you're a rabbit (and I'm sure of that) and you've got to run from the left side of each level to the right, avoiding or killing any animals that happen to get in your way. You are able to spin at the aforementioned pts, often needing to crash into them more than once. And sometimes, more than twice. (Keep going Harry, I don't think anyone has noticed that you don't know what the blazes you're talking about. — Harry)

Look, it's quite simple, isn't it? Just run around, have a lot of fun, enjoy yourselves, and remember to press fire if anything comes near you. Alright? Lovely. Oh, one other thing, your little rabbit gets hungry and thirsty, so remember to collect any items dropped by dead animals as they boost your water and carrot-meters (in the bottom right). You'll also see your hit points in the bottom left, represented by little hearts. Should you lose all five, you'll lose a life and return to the start of the level.

Well great, we appear to have hurtled our way through the entire Quik instructions, and now stand proud and erect at the end of what can only be described as a load of old rash!. Thanks for being there when I needed you most. Bye.

OH MY!

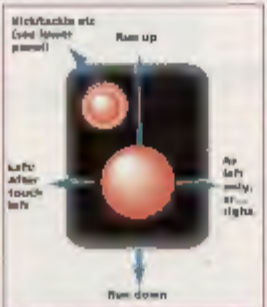
Due to the large number of duplicate disks made, the occasional one isn't as perfect as Simon thinks he is. If you're unlucky enough to get one of these, I'm very very sorry, but PLEASE DON'T SEND THEM TO US! Instead, send them to the address with a SAE for 28p.

The One Coverdisk Returns,
Diskxpress,
Unit 3,
Old Coalyard Farm,
Bathlaach,
Gloucester GL54 3EP

Once you've done this, dance 'till your daddy gets home, and wait for a new disk to arrive. If you think that your problem (nothing personal, please) can be solved down the phone, call the Diskxpress helpline on (0451) 869770 between 3pm and 5pm on weekdays. "You shall have a fishy, on a little dishy. You shall have a fishy, when the "bwoat" comes in'

KUNG-FU CHARLIES

I'm afraid we failed to mention that last month's coverdisk PD is a shareware game, containing only thirty of the 100 levels. If you register with Andrew Walker, you'll receive Kung Fu Charlies Version 2 (complete with those 100 levels, and ten different graphical styles) plus another game called 'Duel'. Sorry about that Andrew! To register, send £4 to 53 Brackendale Ave, Kingsway, Derby DE22 4AF (cheques payable to Andrew Walker)



BALL CONTROL
Header — Fire with ball in the air
Dunk (up)
Kick — Fire with ball close
Sliding tackle — Fire whilst running without ball (quick tap)
Pass — Fire (quick tap)
Special move — wait for the SP symbol to flash by some name, then press fire
P1 (regular footpaces 1 and 2 players-only the above has been

THE SMALL PRINT BIT

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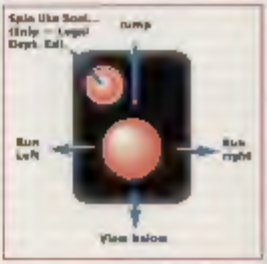

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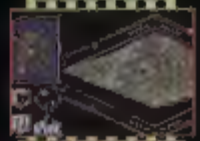
EUROPEAN FOOTBALL CHAMP



REALMS

KGB

PASS PASH

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His brief: to investigate cases of corruption inside the KGB itself. As Baker begins to tug at the sordid fabric of Soviet political and criminal life, he uncovers one horrible secret after another. How he faces the challenges ahead will determine his success: it could prove the difference between a new age of democracy.....or a new reign of repression.

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you know it's...

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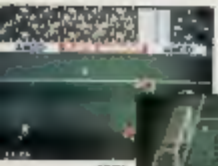

AMIGA

PC COMPATIBLES

CD32 PC & COMPATIBLES PC CD ROM

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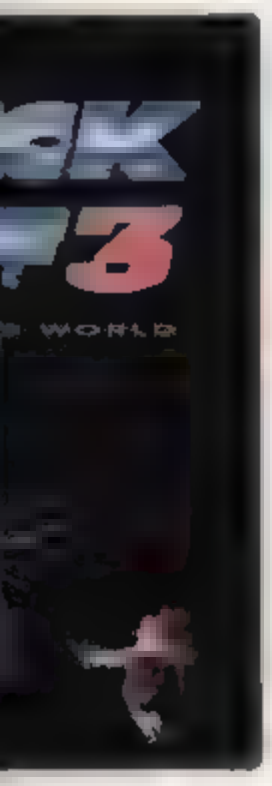
KICK OFF 3



the Brazilian Playmakers to split the opposition with pinpoint passes or the German Sweeper to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch Wingers.

PC CD-ROM VERSION

KICK OFF 3 is packed full of dynamic features that set it apart from any other football game.

Over 2000 frames of animation for smooth, fast flowing international action and multi directional pitch scrolling. Thirty different SET PLAYS for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead kicks, volleys, flicks, diving headers and the deadly AFTER TOUCH. Switch your tactics and your side's style of play with a TEAM TALK at the right time. Speed and ball control options give instant playability for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.

kickin'

AMIGA 500/600/1200

ANCO

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NEWS

COMMODORE'S FUTURE TO BE SEALED WITHIN DAYS

The new owner of Commodore UK will be revealed any day now. As the Uno went to press, Commodore's top brass were deep in discussion with a mystery buyer (rumoured to be a deal was 'imminent').

No one knows who the buyer will be for sure and just about every major electronics company has been tipped but the most solid rumour has says it's a Far-Eastern 'but not Japanese' corporation.

Three names keep cropping up.

Acer, from Taiwan, already has a business relationship with Commodore as its distributor in Asia.

Amiga, from Korea, is one of the fastest expanding electronics companies in the world, yet has no games products.

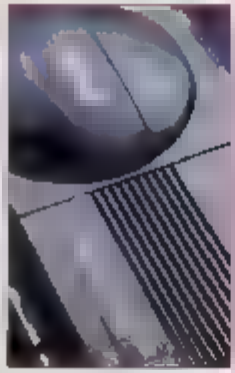
Goldstar, from Taiwan, is the newest name to be linked with Commodore. Like Samsung it will want to muscle in on the games market.

Any one of these companies would probably be good news for Amiga fans.

All three have the necessary money to plough into developing and marketing products and exploiting the huge UK market. They would probably not take over the US operation which, apart from some market share in the Amiga 4000 sector, is hardly a waste of time.

For those of you who have been holidaying on Mars, the scramble for Commodore began on April 29 when Commodore International went into a form of liquidation in the Bahamas, where it is registered. Also closed its research and development labs. Basically, it stopped trading and went up for sale.

Last Tuesday the company had been 'actively seeking cash for three years' and although the $4.2 million that announced for the last quarter of 1993 was better than the $77 million loss for the same period in 1992, an $8 million loss is, undoubtedly, an $8.2 million loss however you look at it.



CU 12. Cases were merely the shell they needed to be an tenth.

This week has performance was achieved despite savings totalling 10 percent from redundancies, office closures and the scrapping of unpopular products like PCs and CDTV.

The UK office has continued trading throughout this. Perhaps although with its parent company effectively suspended there were no new Amigas to sell. Commodore UK could only distribute what was in its warehouse.

For the time being the UK office, distributors, shops and us hot have to play wait and see. It is pretty unthinkable that a company which sold 50,000 machines at £399 each in a year (the Amiga 2000, in other words) will be simply wiped out. Expect good news soon.

WHAT WENT WRONG?

"Commodore UK has consistently failed to use its worldwide Amiga customer base."

Do you regard your old 500 more like an usual than a computer? Is your mouse a trusty old brush? Your monitor a canvas? If so, 'Well, you may be a problematic old bore but you could just be in luck for a prize.

Glasgow-based Amiga user group, the 24-Bit Club, has put up £5,000 worth of prizes in a competition for budding Amiga artist. The group will award prizes in three categories: Sci-fi/fantasy, photo-realistic and organic/abstract, and pick three from the best entries in into rather snazzy holograms.

All entries will be put on to a video for promotional purposes later. To take part, call 0141 886 2191. The contest closes on October 31.

GRAND MACHINE FOR A GRAND!

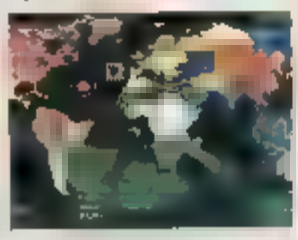
The cost of professional Amiga computing has dropped a little. Microsoftware Sales has brought out an A4000 030 for £1,099, making the RRP price by £200.

Commodore doesn't make the deal with a hard drive but still it's still included a whopping [illegible]. The 14MB machine costs £1,799 [illegible] enough for [illegible] graphics.

Sales handles come in in morphopriz. Brand managed [illegible] Not Engine Syndicate [illegible] and Rack Gold.

More fish news comes from US publisher New [illegible] which is releasing its award winning graphics software LightWave on its own for the first time. LightWave traditionally comes packaged with the Video Toaster.

This is the Amiga peripheral which lets you fiddle about with film sequences (just like they do in Hollywood). Lightwave is the package used to generate animated sequences. Soon Lightwave will land here. It will probably set you back around £600. For budding Spielbergs and serious bedroom enthusiasts only.



Syndicate handles at far

Malone, Charlie Brown, Baboo-ka-Jugs – what ever you call them we'll [illegible] you've never seen girly love [illegible] on a mouse mat before.

Until now Berkshire Oxford-based The Data Business is putting the sales back into mouse drivers by providing a mouse mat in the form of a pair of [illegible] harassed mum mating. Your graphical user interface will seem so much more sort of [illegible].

Girls and [illegible] others have not been excluded as Data Business has, in a fit of political correctness, also produced a version featuring a gleaming male torso.

For ailurophiles and animal lovers there's a pig, hog, owl and others. You all even have a mouse mat shaped like a spilt cup of coffee so that, rather amusingly, you might accidentally spill yourself into thinking that you have in fact spilt your coffee. Hours of fun with that variety pack!

These completely wacky mouse mats will set you back a measly £6.99. They apparently have etched PVC tops for good traction (always useful) and specially-made mattress 90 high, about base. All very nice but if we're talking about putting a pair of [illegible] on your desk, who cares?

Pharmer Not bad at tells. The knockers aren't bad either

TOUCHING TV GAMES

Bitmap will redefine 'in vertigo TV' when it introduces a 3D version of Head To Head. The original version of the eight minute show which pits games players against each other is being repeated at the moment on The Children's Channel. The producers have just finished making 30 3D showdowns which will be broadcast every day. Twice a day starting in July viewing will require 3D glasses.

Head To Head is the only games show on Italy at the moment. It is hosted by Violet Berlin from MTV's Alan' influence.

JOYSTICKS TRIUMPH FOR VIRGIN

Richard Branson may have missed out on the national lottery but why should he care? Virgin Interactive Entertainment won the much-sought after Golden Joystick prize for Best Software House.

The Golden Joysticks are awarded by the readers of EMAP magazines and since Pip One is an EMAP magazine that means you [illegible] YOU!

Virgin copped the award for the consistently high quality of its output and no doubt for sinking so much vertigo into all that Rocky PC stuff like 7th Guest but the program which voters singled out was Cannon Fodder. This awesome shoot-em-up award-ed a sizzling 9' periodic by Britain's least futility Amiga games mag [illegible] was named Best Original Computer Game.

Other accolades went to Sensible Software which was named Best Computer Programmer. Dream Software which won Best Computer Simulation for TFX. Acid was rewarded for its efforts to the industry. The swankily [illegible] attended by over [illegible] senior industry people and was hosted by zany madcap Radio 1's Steve Wright.

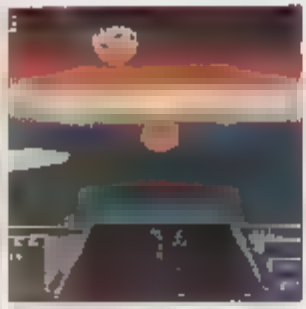
Cannon Fodder and [illegible] useful recipe [illegible] on the old [illegible] called [illegible]

COVERMOUNTS TO GO WHOLE

Computer games [illegible] could soon appear as magazine cover-mounts. A meeting of industry big wigs later this month will discuss whether the main right to take the current structure which states that only demo may be cover-mounted. There's a feeling that giving away games from the back catalogue wouldn't damage retail sales as much as it may have done a few years ago.

Surprisingly, the main cops on the agenda at the meeting of trade body ELSPA will be sex and violence on cover-mounted games. It doesn't want to cover mount games full of blood and swearwords which may upset a few MPs who of course never swear or shout or anything.

Under the new games rules it has to get a certificate like films. Games publishers have only a voluntary (protection) to follow procedure to the British Board of Film and Video Classification to do a rating. Meanwhile ELSPA has also kept its own voluntary games classification system. The body expects all games to get an ELSPA rating by September or. Thoroughly [illegible] were sewn



Iron Warrior – the cover-mount game given away by the Sun last August

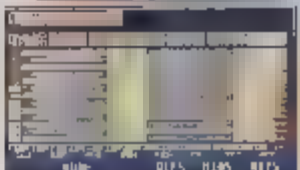
[illegible] to run its clean-up efforts. Roger Bennett, director and general secretary of ELSPA, said: "We'd like to see the magazine publishers show the same degree of responsibility as the games companies. We're confident they will and the meeting is designed to help them do so."

Compodore [illegible] wagon [illegible] on the desperate side but paradoxically Amiga platforms keep grabbing market share from their rivals. Up on May Amiga software accounted for [illegible] percent of all games sold in the [illegible]. That's just behind the Mega Drive and nearly double sales for NES and [illegible] up on the previous month.

[illegible] increased its share to a [illegible] percent of the market. It's still pretty small but check out the female trailing in its wake. [illegible] CD ROM, Mega CD and Atari ST [illegible] CD. A hot games were Frill [illegible] Kick Off 3 (again), Sensible Soccer, Brutal Sports Football and Brutal Football.

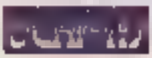
[illegible] has [illegible] more enthusiastic than [illegible] Championship Manager and finding Guido Fawkes [illegible] Bell's [illegible] [illegible] that [illegible] has [illegible] recognised that there is a [illegible] potential in [illegible] games. [illegible] has [illegible] the Championship Manager End Of Season Data Disk.

For £15.99 you'll be able to integrate Sheffield United through and promote Crystal Palace to an [illegible] base. Sheffield Utd back in. The new disk is an upgrade for existing owners only. It'll be out at the end of the month. And there's a free copy of Fever Pitch by Nick Hornby. This has been described as the best book about football ever. It is as well. Even though it's about the Arsenal.



Championship Manager End of Season Update: Use the team [illegible] Brian [illegible]

STICK TO YOUR CARTS SAYS TEAM 17



Team 17 [illegible] two fingers up to [illegible] rivals and while giving big thumbs up to the Amiga.

The Yorkshire boys' latest budget game, Arcade Pool, smashed into the Gallup top ten last week at number 10 budget games sold – just beat Alien Breed Special Edition! [illegible] the charts for an [illegible] weeks but surprisingly Team 17 has been delayed with other pal its [illegible] on the [illegible] series. But it ain't happening. Markus Dyson, Team 17 [illegible] operations coordinator, explained: "We're not keen to license them out. After all the time, quality controls the Amiga version has to go through we don't want to be [illegible] on schedule." With so much emphasis on gameplay, not surprising that the company has committed to [illegible] 17 games in development now.

Only Above will be released by Team 17 in a new AGA version in a few weeks' time, but check this out [illegible] will be [illegible] a RSI Innovation include 'Sb' [illegible] AGA graphics, the [illegible] player [illegible] team mode which only previously on Ultimate Body Blows and the ability to install the game on the hard drive.

Alien Breed [illegible] Edition [illegible] Wow! Never ever at the end game. Even though it's not funny

RENEGADE MAKES UNITED SENSE

The release of Sensible Soccer will be a major seasonal event, marking the way for a fresh pattern of releases this autumn.

The eagerly-awaited game from Renegade is an international edition of the game to coincide with the World Cup and featured sensational ball control. Nine's beach-ball physics, this month's Amiga Computing will be participating teams and features on show at USA '94 at Wolverhampton Wanderers and as one of a stylish whether England will be there.

Apparently the gameplay for International Edition has been tweaked to allow the referee to show red and yellow cards. Let's hope the ref's show more consistency than they do in the Premier League every Saturday.

Sensible Soccer International Edition will knock you back £19.99 but you've got the original you already like for £8.

The much hyped by Jo Sensible World of Soccer will be released in September on Amiga II [illegible] 500 [illegible] club teams from around the world.

Sensible Soccer is one of four hit soccer games to be released in one package by Impact Software. The compilation has been put together to cash in on World Cup fever (does this sound familiar?) and costs a meagre £25.99. The other games are Goal! Championship Manager '93 & '94 and Striker. As David Coleman might say, that really is quite remarkable.

FANTASTIC CODED MESSAGE!

RESPECT DUE

How can you achieve protection from that your expensive hardware while [illegible] that will [illegible] and [illegible] [illegible] [illegible]

According to information only recently released in a press release, these shielding products provide 99 percent protection against electromagnetic radiation and should [illegible] [illegible] [illegible]

But that's not all. They also sport a lightweight practical design. Of course [illegible] gifts. Even if you're already totally covered, Power Gadgets does a lip-smacking [illegible] to the [illegible] in your [illegible] [illegible] [illegible] good [illegible]

The cream of the Amiga world's budding talent can be yours for under £15 because CD publisher Almathera, well-known for its huge public domain compilations, has released EuroScene No. CD32. It consists of game sequences, music and graphics demos by the 10,000 Amiga programmers who contribute to the European Demo Scene.

This is the archive held at the University of Helsinki which has always been used as something of a shop window for software talent. Almathera's technical director Jolyon Ralph said: "Every software house in the UK has someone on the staff who exhibited on EuroScene. And that includes me." The work on Almathera's disc fills the entire 800 Mb of the CD.

A second volume will be released before Christmas.

STRIP TEASERS

IBM scientists claim to have developed a new kind of CD which stores 6 times more than the conventional disc. They have worked out a way to glue together CDs yet make every layer readable by the laser in the machine. The larger disc can store one million pages of text, 12 hours of music or seven movies – yet any item can be retrieved within 5 seconds. If adopted the new disc could redefine the length and depth of games, and increase the duration of full motion video sequences. However, the disc obviously won't work on standard CD players because of its depth. So IBM will have a job to persuade on this new technology, because the CDs as well will [illegible] now. But then you could have said that about vinyl.

Virgin Retail has always been a consolidator, grabbing the console-only approach of Mega-Rivals for an all-format philosophy.

So it's great to know that we now Megastores have just opened. The expansion brings the Megastores total up to 30 in the UK and Ireland. James take their part in the store alongside music, video, books by Waterstones and t-shirts. Virgin sold its 30 games only Virgin Games stores last November for £2.5 million to Future Zone. Five years ago it sold around 100 of its smaller music-only stores to Our Price.

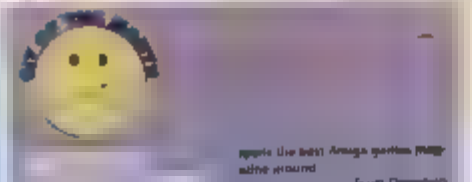
The new stores will be in Liverpool, Croydon, Leicester, Portsmouth, Derby and Southampton. Virgin will also refurbish Megastores in Leeds, Glasgow and London (Marble Arch).

Games development specialist Optonica is ploughing ahead with Amiga tools in digital video support for the technology. It has just announced Interplay V1.0, a new authoring system which was four years in development. It has already been used to produce Optonica's own Amiga CD titles Insight and Pandora's CD, plus magazine cover discs. The availability of Interplay is another reason for games developers to think seriously about working on CD32 projects. It will cost developers around £1,500.

POSTCARDS

The One
JUNE 1994

Ho-hum. After last month's ok-ish-lovely 'Nice issue', we're back to normal, and as condescending and sarcastic as ever. Which, I've decided, is a good thing because ridiculing someone is a damn sight easier than thinking up constructive and informative prose. Yes indeedy. So if you fancy being patronised by us then send your letters to: Letters, The One, 30-32 Farringdon Lane, London EC1R 3AU.



Dear The One

I am writing to you regarding letter of your reviews 'Replay' May 94.

Just what widget the owner of AMIGA 1200 on the previously issued nothing about wizard art on the issues stated. Mind it is a certain hit as the place is based upon.

As an avid Amiga enthusiast also extremely pleased by the work most which is obviously not like the AMIGA future. It now at the model making contact wizard. Wizard is my military, should have for information of this. A strictly they happened the long your floppy at 2.3 ...

Priceless Computers by software are subjects they clearly know nothing about is the only thing that spoils the best Amiga games magazine around.

Sean Dowdeswell
Nottingham.

Oh dear. Wizard art is not against anyone having a bribe (although you'd have to be sad to be one of the contact wizards, which people specialised knowledge of helper). That would piss off the majority of people should keep their [illegible] stylish to themselves. We're quite aware that we allow nothing about planes and [illegible] that they do, and we do mention Tetrinet to be worship everything no or authority in any subject other than Amiga games. Fear not, we have something else to satisfy our base which we do not mention. It's called a life, and you should try getting one soon. Have a nice [illegible] of optimism, anyway. Ed.

"NOT SO GREAT AS TO BE CUMBERSOME"

Dear The One

Would absolutely love to take this opportunity to tell you what a swell serial magazine you are. Your pages are the right dimensions and have a wonderful tactile quality, providing an easy surface to grip. The type is large enough to provide a hearty read, but not so great as to be easily cumbersome.

Your designs and comments are most thrilling. Have you ever considered the stage? Am I the proud holder of the most willy parallel on be an [illegible] programme. Have [illegible] I am sensitive that [illegible] Girl of the Month award but perhaps you could start a new award called the Bottom Inlet of the Month or something.

Yours brown squally that will [illegible] because your back quotage is gorgeous! 100!

Allan Dodgeson,
Sheffield

There's not much else. Can add to that, is there.

Dear The One
Having a lovely time
[illegible]

"DO YOU ACTUALLY CHECK YOUR MAGAZINE?"

Dear The One

In the letters section of your magazine you imply that you like slagging off people with bad spelling in the Girl of the Month. Do you actually check your magazine after it has been printed.

For example on page 12 of the May issue it says 'In higher scam [illegible] the following statement in twelve words or less'. Or on page [illegible] it says 'Kicks pretty. Well what do you say.

'If you're the best magazine for Amiga gamers and you're one of the few magazines that frequently gives away cassettes with some blind [illegible] demos and PD games.

Simon Harvey,
Cannock

It's okay, Simon. We admit we gave up checking for spelling mistakes years ago. Anyway, we model in pur cacks [illegible] Back in ancient Roman times [illegible] gladiators relieved the monotony of long bard fights, where two feathered gladiators [illegible] each other to death in a [illegible] because betting was involved this practice was illegal on military property. As such, one gladiator was placed on guard and instructed to warn the others when [illegible] a senior officer was approaching. The cry of 'Caesar is away' was followed by a crowd of people desperately trying to [illegible] up these [illegible] in [illegible].

The word words by the way [illegible] than the Anglo Saxon words, which means [illegible] with a [illegible] pedigree like [illegible] for example. We were merely being funny, or not.

Dear The One
Having a lovely time
[illegible]

"CAN'T BLOODY COUNT!

Dear The One

I am very upset. No, I'm ever more upset that that Wendy [illegible] wrote. [illegible] Cannon [illegible] upset. [illegible] I'm [illegible] upset. Money's involved, [illegible] is about £1000 that [illegible] you around September 1st time as long as I'm right in the knowledge that you can blindly count.

I am referring to the June results of your [illegible] football league goalkeepers. [illegible] have a look and [illegible] back when you're done.

Finished. Do you never [illegible] read [illegible] actually [illegible] well anyway as far as I'm concerned [illegible] not 4 as you [illegible] for the Barrage as well as [illegible] of the other keepers. Now [illegible] hassling a whinge but [illegible] pedant Nigel Martyn as my keeper [illegible]

the hope that you are all thick. Please tell me that you are.

Also like to mention something about MAcintosh libre in the same [illegible] SIDE OFF. You ARE DYING [illegible] to save the world. BUT it [illegible] so be all nice and mature [illegible] that's very lovely, but [illegible] being a cheeky git and in case you haven't noticed, [illegible] a lot of people when they're young. If you want to be old and decay slowly [illegible] your elephant comparing [illegible] fun we have when [illegible] off over in another magazine and we go on around with our bodies [illegible] heads like the dogs we are!

[illegible] immature and proud of it [illegible] I'm not an old whingeing [illegible] as long as there are [illegible] like me around. The One will never get boring. At your standard [illegible] and fifty sarcastic.

Mike Waterhouse

[illegible] Dear Mr [illegible] we can claim that [illegible] you [illegible] to believe me) the Fancy Food-[illegible] Competition is the biggest administrative nightmare we ever [illegible] the misfortune to oversee. The result are held on a specially-created computer program which then [illegible] out every player's scores [illegible] all. There are then sorted in the running total every issue and the results keyed into the grids you see on page 103. Sadly, and this was always going to be inevitable, mistakes have crept in and we can only apologise. Obviously we do our best but you're probably aware of how crap all our jobs are due to what can say. However, any errors spotted in the map are rectified the following issue so you can rest and the final tables will be correct. So if you spot any simple mistakes like that, or notice other inconsistencies then please don't worry. We're bound to notice them anyway, or later.

Dear The One

having a lovely time

"EMANATING FROM PUBLIC LAVATORIES"

Dear The One

My friend and I have just thought up a completely new and revolutionary add-on for the Amiga. Any one who has ever read a PC magazine will no doubt have seen them whilling on about strange contraptions called sound cards. These sign gy enable the PC to produce sound and music. It is from these cards that we got our inspiration to design an Oik Box add on. Its smell and

This add would allow the Amiga to produce different smells according to game situation and location in a computer game. For example, you would be able to smell the sweet perfume of a young princess as you have her in your arms in Defender of the Crown. You would be able to sample the pleasing scents of the flowers and plants as you wandered through the woods on Mega Island in The Secret of Monkey Island. You would be able to smell the salty sweet aroma of blood drying in the sun as you gun down innocent civilians and enemy agents in Syndicate. And the nauseating fragrance emanating from the public lavatories in Sim City would be simulated with remarkable accuracy.

As you can see, the smell card would greatly enhance the game sphere produced by games and would probably become an essential add-on for all Amiga owners. One word of warning, though. Be careful when you're playing the Bog part of Man-Bog Island if because unchuck's under-sewer doesn't smell as sweet as roses.

Gareth Aldworth
Glasgow

Pac. But should it recognise dirt relatives and produce appropriate crapulous and fetty smells whenever you fuddled up Carl Action Hero or Dangerous Streets? Hmm, not.

Dear The One

having a lovely time

"YOU THINK BJÖRK IS LOVELY"

Dear The One

I am writing in response to a surprisingly and Thoroughly Grainiuck IV Björk a dummy? Who the hell let you out? I always thought it was a bad idea letting the mental hospitals down.

I know you think Björk is lovely because your friends do and you think it is really trendy to follow their footsteps. You bought the Best

"BANANAS ARE CURVY"

"AS MUCH USE TO ME AS A CHOCOLATE

"I DON'T KNOW WHY YOU BOTHER"

"THREW IT HAPPENED!"

that Sim City 2000 will only run on an A1200 with a hard drive, sadly

"I LOVE HER"

WATCH OUT

ONLY YOU CAN MANAGE!

Mastering World Cup football management, you not only turn the clock back to the qualifiers, but this time you make sure England get through!

Features: Five difficulty levels; 1 - 4 players full training sessions (18 styles) full World Cup programme, or start with qualifiers; comprehensive editor for matches, groups, players and teams and individual pre-match strategy sessions; view your opponents matches; six playing styles; create your own teams and daily updated national news; highlights; make in-match changes to team and playing style; in-match commentary (option on or off). And more!

Out: Sept June, PC, Amiga 1meg, Amiga 1200

COMING SOON

Combining unsurpassed detail and realism with unsurpassed animated graphics and innovative presentation, this game will inspire the football strategy genius in you.

Features: Unique stylised TV style match coverage; riveting commentary (option on/off); training sessions; representative teams and foreign leagues; Pitch comprehensive data and statistics; team finances and overall player and manager profiles; expert opinions; press packs and articles; cup competition; intuitive accessible interface; 1 - 4 players. And still more!

Out: Sept August, PC, Amiga 1meg, Amiga 1200

EVERYTHING BEFORE WAS JUST TRAINING.

CD-ROM
Anything Goes Football Manager and World Cup

ASCON
Euro Marketing Tel: 011 [illegible]

GREMLIN'S PREM MANAGER O COMPE

WIN A Breathtaking Trophy

£2,000 CASH

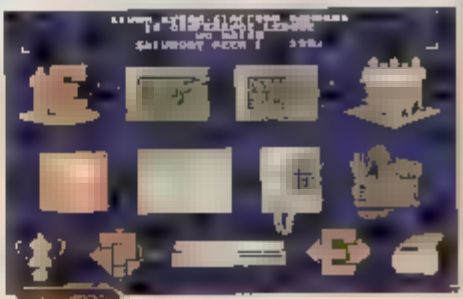
Your Name in Premier Manager 3 and it's all thanks to Gremlin!

The whole country's gone football crazy. Except England of course, as Terry Venables and his squad enjoy an enforced holiday while the rest of the globe's premier soccer brigade in the World Cup which should be reaching its conclusion about now. And it's all because of a certain Brian Taylor's stupid idea and the fact that he couldn't pick the entire QPR team so chose the white shirts and black blue shorts for the all important qualifiers.

Whenever an England manager is doing particularly badly, passions run high throughout the country. The turmoil of last year has people from CHAP, who included, decided to go and watch a televised match in a seedy pub in Islington and this is what happened. The place was packed full of drinkers, men eagerly watching their money TVs set up specifically for the footy match. As England started to slip further and further behind the whole place was filled with vociferous people baying for Graham's blood. One man, most particularly, uncharacteristically protested substitutions so much he hoisted Mark up which's hindquarters he cried "Bog off lay off! He should be England's crowned another goal he became so incensed by the goings on that he picked up a pint glass and throwing it only to shout "Could the centre half that smashed it on his own head" drawing a large amount of blood. Which was a bit stupid, really, because there was still quite a lot of ale left in it.

Thankfully, there was little sign of such [illegible] in the offices of Gremlin where, [illegible] game is still rolling high in the [illegible] hard hundred sales in fact which is amazing when you consider it's been on the shelves for well over eight months.

Mark was particularly impressed by Premier Manager 2 when he reviewed it last September. Good stuff, this management game, isn't it? He asked before admitting [illegible] book of [illegible] all on his desktop. [illegible] of all the [illegible]



[illegible] Football [illegible] Premier Manager [illegible] generally [illegible] sound as the best [illegible] the bunch and if you don't believe me then ask [illegible] 100,000 people who've bought the blooming thing. The [illegible] of our own football club and put together an all conquering team. Yeah, Premier Manager is generally [illegible] sound as the best [illegible] the bunch and if you don't believe me then ask [illegible] 100,000 people who've bought the blooming thing. The [illegible] and had run on a green pitch [illegible] before finishing up with a [illegible] totally [illegible] good stuff [illegible] again. But then he [illegible] everything. The hairy git.

Premier Manager 2 is so [illegible] that it's started to generate the same [illegible] in a decent

IER MANAGER 2
F THE YEAR
TITION!

Informed Mike Jackson, who specialist was so frustrated by a competition's decision that he informed the others he could do better before taking a gun from his pocket and depositing his brains on the new Stamford's carpet. But now there's an easier way to prove you're the best. And it's all thanks to our friends in Gremlin.

In our ever continuing quest to bring you the most innovative and addictive possible version of Premier Manager 2 we'll be able to take part in the Premier Manager 2 Manager of the Year competition. All you need are your original game disks and a pen. We'll send to Gremlin and it's going to be fun, fun, fun all the way.

HOW TO ENTER

Grab your Premier Manager 2 disks and play until you're really, really good.

Once you've decided that you're the best, fill in the form on this page (or a photocopy) and send it to: 'MANAGER AT PMZ', The Old School, Barrington Lane, London E4 7JU to arrive here by 28th August. Don't forget to SAVE THE GAME at this point and keep the saved file handy, otherwise there'll be bigger troubles.

We'll then send the forms up to Gremlin and their panel of experts will sift through the forms and select the ten best managers. The 10 finalists will then be contacted by phone and ask to send the save game disk (one details of which must accompany exactly to the information on the form) up to Gremlin.

The winner will be the person Gremlin decides is the best at Premier Manager from the information supplied. Not only will this fortunate person receive a breathtaking trophy, but £100 cash and their name in Premier Manager.

Please Note: NO BLOODY CHEATING. Gremlin will be able to detect from the save game file whether you've used any cheat modes and if you're caught you'll be executed at dawn. You've been warned.

Gremlin will be dealing with the judging and its decision is final. What this means is that there'll be none of the kind of methodical enquiry which has plagued the Fancy Foot ball competition. We hope.

That's it!

Name

Address

Premier Manager.

Division

Complete list of honours

Number of seasons played

Total amount of cash

Team rating

Goalkeeper rating

Defence

Midfield

Attack rating

ONE ON ONE

ALL THAT GLITTERS...

Since the early days of the Amiga Graftgold has shown itself to be a consistent producer of top quality games. With products like Rainbow Islands, Uridium 2 and Fire & Ice under its belt, the future, it would seem, looks pretty rosy. But where do they go from here? Andy Nuttall has a word or three with them.

then Andy Braybrook offers himself and his company, Graftgold, for the purposes of an interview, you don't take the suggestion lightly. He's a well-known raconteur, a man with a story for every occasion after all he's been involved in the games industry for over a decade.

The company is now officially ten years old, and still going strong with a stack of Amiga hits in its cupboard. So for this month's One on One Andy Braybrook is joined by Graftgold's newest signing, Kevin Nolloway, the almost corporately inconsiderate Development Manager.

Andy: Steve Turner, Managing Director, started I believe in September 1984, writing games on the spectrum. I joined him in November that year, before that I'd been working for a few companies writing, mainly software. Steve too, he'd been working for an insurance company writing COBOL programs.

I began writing games in my spare time. Sometimes I'd stay behind at work until 8 in the morning, just playing the odd game on an IBM mainframe. My dad bought a Dragon 32 at about the same time that Steve bought a ZX81 and I think that's when we both got the bug.

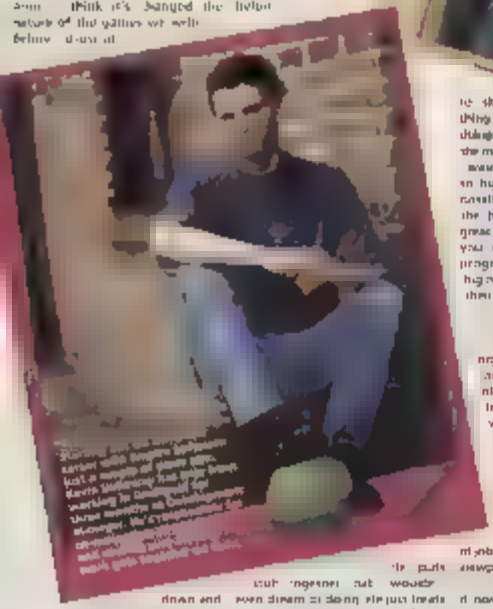
Jo: We both played in different bands in the Witham area, so we were connected musically. Steve played guitar, and played the bass, but each member of both bands had been in the entire band, if you get what I mean. We were only pub bands, we weren't trying to take off the likes of Genesis, or anything!

Andy: For at least another two years, we were working out of Steve's dining room, and we just set up our own desks and two computers in there. I used to turn up at his house at nine-o-clock in the morning, and leave again at five in the morning, until we released the first game, 3D Space Wars, that's all we had. It took us only a short time, about two months.

Jo: Hewson first. Their management did for a while before they were bought out. We realised that it was a bad idea to stick with one publisher because if something happens to them then you're very vulnerable, so we started spreading ourselves around a bit. We did some stuff for Virgin, Ann Max Anders and Gilliland Harry, and then we went to Mirrorsoft with the Rainbow Islands project.

Then the Mirrorsoft set up their own publishing arm, Renegade, and they seemed keen to also do one or two other companies that they knew could keep the products coming through. They were offering a much better deal than everybody else, they set their own deal up in the Mirrorsoft. Both sides and they couldn't understand why no one else could offer the same sort of deal. So it made sense to put a lot of work through them. It's worked out very well so far.

Andy: Yeah all of the original people who set up Graftgold. There's only Steve and myself left. But we've



taken on a lot of new staff, and we now employ 7 people.

Originally the people who started software houses were games fanatics, but unusually both Andy and Steve had previous business experience. It's sort of unlike that setup now, mainly with some of the people we've taken on recently because they've come from jobs in commerce.

Well, I was working for Empire at the time and while the contract for Starflight at Empire there was a delay to release a football game to coincide with the World Cup, which seemed like a great idea because we thought relatively few would think of that. Thought that Starflight would do but with lots of people we wanted to work with.

Jack, who joined us about nine months ago, when we first started the Amiga version. He's been working on that ever since and learning the ways of Starflight through Andy. Steve is very new to the industry, he's been working games for a long time but he's never been in a team before.

I think it's changed the nature of the games we write. Before, it was all

Dunno. Maybe it was nice being able to do everything myself. I was doing the graphics as well and the music was about the only thing I wasn't doing. The games have got so big now, though, that it's not possible to do that anymore. With the better graphics potential it's great to have some guys to do it for you and also some help with the programming. Games are just too big now for one person to hold in their head.

Hmmm. It's more of an organisational nightmare, of course, in some ways. Like the old days, but you can see that as the game get bigger and better it was always going to change.

I can see my role in the company changing. I'm not spending all the time writing my own game anymore. I'm also supporting other programmers. As time goes by it's nice to have a different sort of job to do, and to have a different viewpoint on things.

It's very much a team spirit now, though. It lets you concentrate on the part of the team which you're good at, which is much more of a professional approach. The quality of the work which is coming out is much higher than it would be if it were just individuals working separately.

Jack: It frightens me a little because the development gear you need to compete nowadays is going to cost a lot of the individuals ON. It's a vast expense, and for

Dunno. It's nice that we've got a new round of machines which are getting a bit bigger. The A1200 has suddenly given us a lot more room in memory, with 2Mb of base memory, and the CD32 which gives us a nice big CD to put our musical ideas on. We must get the music from our band on there (laughs). I'm not sure that it's CD-quality, though!

That's probably a good thing for the waiting public, actually.

Dunno. You've never heard us play! We'd be not bad, we even you on a unicycle, though. If you handle your guitar anything like you handle a unicycle

You did say Empire Soccer yourself, simply by flipping to the front of this very magazine! Mistaking the club and listening to the wrong album, you mean you missed it.

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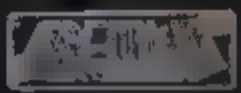


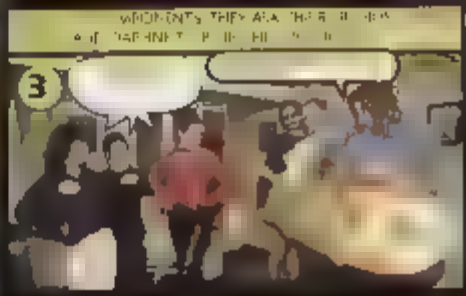
PEOPLE CONSTANTLY HARP ON ABOUT HOW THE 'GOOD OLD DAYS' WERE, ER, 'GOOD' (AND, ONE PRESUMES, 'OLD' AND 'DAYS') — BUT WOW THE [illegible] BE FONDLY REMEMBERED IN YEARS TO COME, WHEN IT'S [illegible] ROCKING CHAIR, DRIBBLING DOWN ITS BEIGE SUMMER CA[illegible] LET'S RIFLE THE BULGING POCKETS OF POSTERITY AND TAKE A DIP INTO THE GIANT LUCKY-DIP [illegible] TOMORROW — WHAT SURPRISES LURK CHALLENGINGLY WI[illegible] I HOPE THERE'S A SHERBERT FOUNTAIN IN MINE. HMMM...

OVER THE NEXT 12 PAGES, WE TAKE A LONG (12 PAGES LON[illegible] HARD LOOK AT THE STATE OF THE AMIGA. WE KICK-OFF BY REVEAL[illegible] HOW OUR FAVOURITE GAMES MACHINE WAS BORN, COMPLETE WITH SOME RATHER MESSY PICTURES OF CAESAREAN SECTIONS AND UMBILICAL-CORDS. THEN WE ASK THE SOFTWARE COMPANIES TO TALK WISTFULLY ABOUT THEIR FIRST RELEASES AND PLOT THEIR PROGRESS WITH A FAN-TASTIC COOL CHART. IF YOU'RE AFTER FACTS THEN PAGE 32 IS WHERE IT'S AT AS WE LIST MORE INFORMATION THAN ONE COULD POSSIBLY DIGEST WITHIN AN AVERAGE HUMANOID'S LIFETIME. FINALLY, GARY PENN LISTS HIS FAVOURITE GAMES F ALL TIME AND PONDERS THE FUTURE (IT MAKES FAIRLY HARROWING ADING, SADLY).

THERE YOU GO. OUR BIGGEST FEATURE YET. CUT IT OUT AND KEEP IT [illegible] WANT. YOU C[illegible] PUT IT IN A BOX IN THE ATTIC FOR [illegible] 10 YEA[illegible] PULL IT OUT TRIUMPHANT[illegible] DAY AND [illegible] GRANDCHILDREN TO DEATH. MORE SIMPLY, (AND EN[illegible] LLY SOUNDLY, FRIENDS) TEAR IT INTO HANDY STR[illegible] YOUR BOTTOM WITH.

THE HISTORY OF THE AMIGA (pt.1)

All the best stories begin with 'once upon a time'. It will come as no shock to learn then, that this rather jumbled or... interpretation of real life events begins with four hippies in California, sometime early 1982. Nevertheless we recommend that you join us in our homage to photo-love, peace and quite literally huge profits. Mari.



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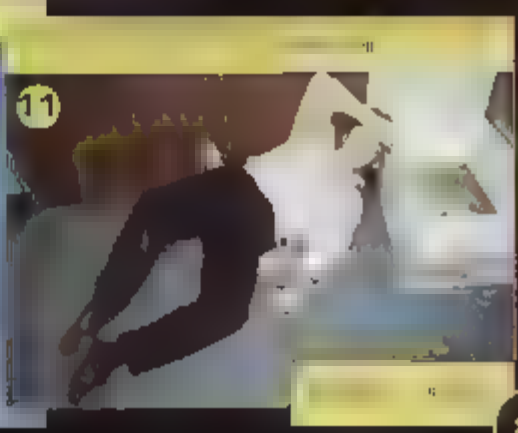

11

WHAT WAS IT, THEN?

Continuing our [illegible] look, Simon Byron [illegible] Sinclair down to the [illegible] powerful contend while he [illegible] by about their first design releases.

Life usually starts off small and gets up, so... Mr. Tiny people grow into bigger ones. Houses and, ahem, other kinds of abode sometimes turn into palaces. First, in fact, your smallest dolls or dinky equipment you, well what really the grow from stores.

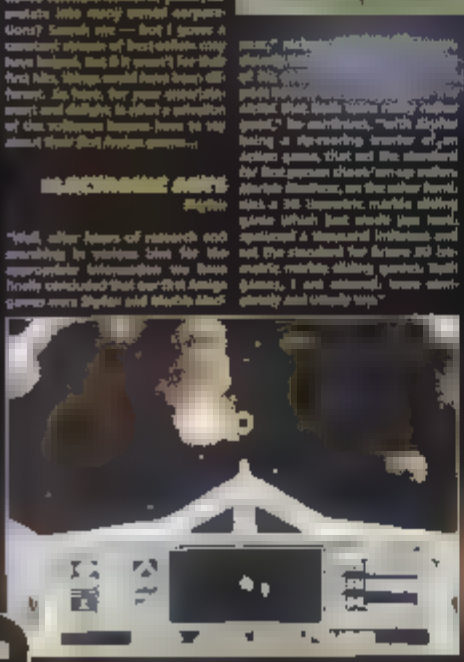
The computer industry is no exception to this rule. Until quite there was this design industry run by [illegible] amazing sporty adventurers today we are surrounded by multi-million dollar gaming conglomerates fronted by slimmed slots with pound signs printed on their eyeballs.

So how did the rolling proportions of millions because of yesteryear evolve into many varied corporations? Search me — but I gave a constant stream of best-selling games have helped, but it wasn't for their first hits. Things would have been different. So here, for your entertainment and delight, is what a selection of the software houses have to say about their first design games...

[illegible]

Skyline

"Well, after hours of research and smashing in various bins for the appropriate information we have finally concluded that our first design games were Skyline and Mobile Alert [illegible] "with Skyline being a spreading mortar of gun action games, that and the standard 3d first person shoot-'em-up where Mobile Alert, on the other hand, was a 3d isometric marble sliding game which had steels you hold, against a tilting and which not the standard for future 3d isometric marble sliding games, I am amazed, were absolutely and utterly top."



[illegible]

John Liberty [illegible] marble game.

"You've really had us guessing as to what we did first, you know. Well, it was Jasper's Ultimate Darts. I suppose it [illegible] that we've served a long, long time. [illegible] Jasper's Ultimate Darts was [illegible] Cosmic's glorious Mystical Sword [illegible] I could have had and said Jasper's Ultimate Darts [illegible] at darts, [illegible] — now they really were something special."

[illegible]

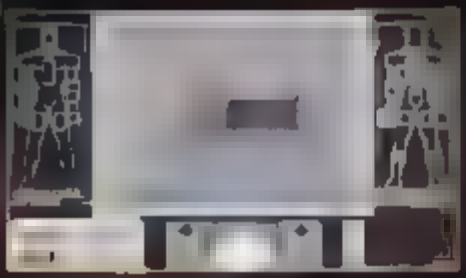
Mercenary: The Simulator

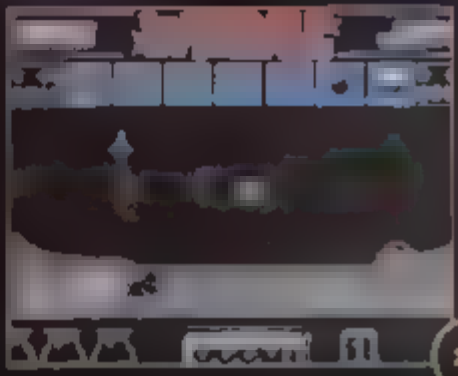
"At Cybernetics, there's the mainboard. It's up by the Sinclair site," explains the two-stalwart Richard Bibby from Cybernetics. "It gets bumped into, knocked, its then is broken and, of course, there's coffee spilt down the side of it. Pretty crap life for a mainboard, really.

Now this mainboard [illegible] Cybernetics. Coincidently, you [illegible] it, just out the corner of your eye, with a really wrong look on its face. Well, dear, that's because it knows. It knows it's the [illegible] last mainboard in Cybernetics [illegible] All this for an [illegible] mainboard [illegible] Sinclair. [illegible] "And so, when the [illegible] days and a few [illegible] here that [illegible] down [illegible] there. Right down at [illegible] ding bottom. Thank [illegible] Ryan.

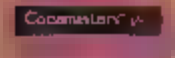
[illegible] — it was actually a very smart game indeed. Very lovely music and the gameplay really hit on the beginning. It captured quite an atmosphere. Right from the moment you set off down the slopes with imagined sets of a whole crowd of people shouting "Get out the way", and then singing just about "whoever" comes in you skied down the slopes, it was all really good fun.

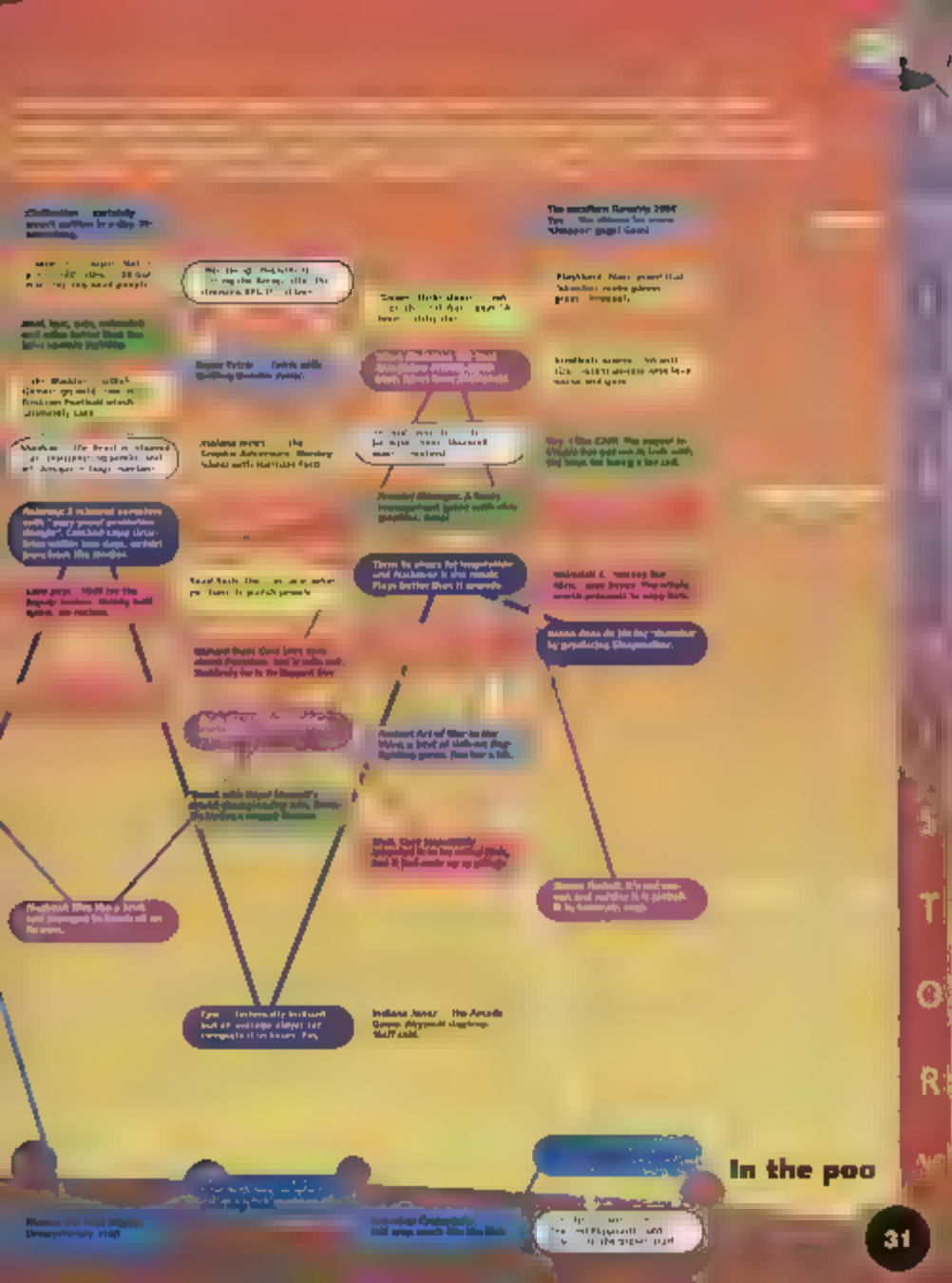
This it went on to sell by the multi-million — the two-player option was especially popular. In practice, in fact, that the programmer, Andrew Graham, went on to program other two-player games. One of them became quite famous, selling over 250 000 copies. That was Micro Olympics which, [illegible] enough, was Daley Thompson's [illegible] release. [illegible] can [illegible] [illegible] should [illegible] time, they





THE HOT STUFF





In the poo

FAN-TA FA

Amiga Land and the world of the computer games industry is a crazy old place, filled with hotbeds of sadness, despair and, occasionally, the odd decent game. Matt Broughton vanishes back proper by unleashing fan-tastic tales all over the place. Most of them are probably quite true, but then again, they might not be.

In Spanish, Amiga means 'girlfriend'. I think.

In Russian, Amiga doesn't mean anything at all. I don't think.

In German, you have to spell a lot just to say basic words.

If, for some unfathomable reason, two Amigas [illegible] two scientists [illegible]

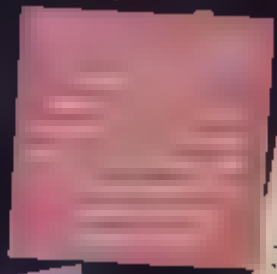
Because of the amount of money spent on Zool's promotion, it needed to sell at least 10,000 copies to make money. Fortunately for Gremlin, it actually sold over 250,000 (prices vary out forever — about £6,000 on the Amiga) which is pretty bloody good really.

Guess You're — Harry 'really bored' [illegible]

STIC CTS!

Under normal circumstances, a game would have to sell between 1,500 and 5,000 copies to be considered a real failure.

The average size of an Amiga is 46cm X 34cm, which is [illegible] exactly [illegible] from [illegible] the tip of his finger. Yes.

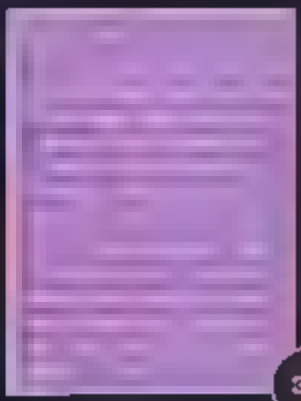


[illegible] Tomato, two [illegible] to drop a bouncing ball and an Amiga from the top of the Leaning Tower of Pisa, they'd probably find that both hit the floor at the same time. They'd also probably find that they'd forgotten their Amiga.

In some cases, a good-selling game isn't necessarily a profitable one. As far as Psygnosis is concerned, even though Bill's Tomato Game sold 11,000 units on [illegible]

Amiga owners don't have to worry for a while yet. Most of the major software houses have Amiga releases lined up until May 1991 at least.

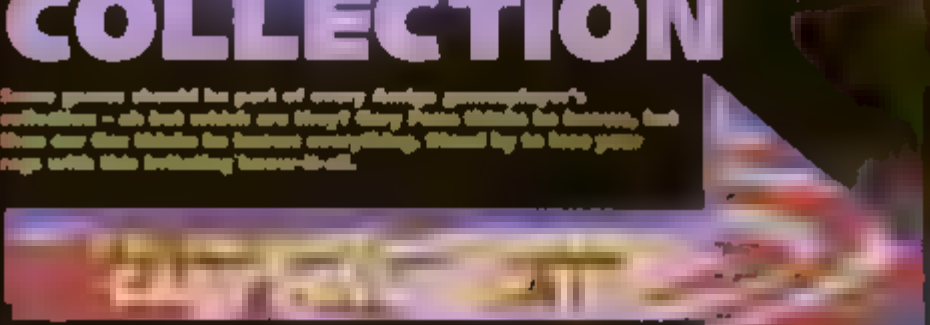
The average amount spent on advertising a computer game is about £35,000



If you took the word AMIGA, chopped one of the 'A's for a [illegible]

CONNOISSEUR'S COLLECTION

Some pieces should be part of every design connoisseur's collection – oh but which are they? Gary Rees selects six classics, but then one this selection is [illegible], should try to have your eye with this indisputably [illegible]-to-all.



THE SENTINEL (Firebird)

FAR-OUT FUN FOR ONE

(Taito/Ocean)

WHINGEIN' PENN

Gary Penn says [illegible] We say [illegible]

...were publishers stop supporting it in favour of other, more lucrative formats (some developers are making small fortunes from the consoles at the moment).

Of course, software for the Amiga doesn't sell as well as it did; publishers don't release as much of it now and what they used to release wasn't of a sufficient quality to convince punters to stay with the Amiga, so many of them moved on. It's not surprising people buy consoles when the software is considerably more playable than the overlong much thrown at [illegible]. Amigas have plenty of life — but only with original [illegible] that cannot be played on any other format. Sadly, now it's all too late.

To be honest, anyone with an A500 had better make the most of what they have.

...attention, but for how long? You want more decent Amiga games? You'd better learn how to program them, and show those unimaginative [illegible] how it should be done. And why not? You have the potential to use art and animation packages and therefore the opportunity to [illegible] with

...ideas. Sure, you may not come up with fancy-shmancy rendered and digitised imagery — they have little to do with interaction, but at least you can toy with interactive concepts. Even using a pencil and paper and some of the most [illegible]

...lished [illegible] is a start. I may be a whingeing old git, but for good reason: I want to be able to play some decent, fun games — not oh-so-clever, limited, disk-intensive interactive entertainment. Perhaps it's time I shut up and started practising what I'm preaching. Or shut up, at least.

It's a sad truth that most of you can't afford to hang on to the old technology to move with the times [illegible] — when I get bored with most of the [illegible] for the Amiga I can still play some more entertaining stuff on, say, the Spectrum or Commodore 64. [illegible] will be able to [illegible] their machines later this year with a [illegible] and [illegible] they can still play some of their old favourites [illegible]

...can you [illegible] the memory expansions, sure — but it's impractical [illegible] to transform it into an A1200 or CD32, and that's where most of the new Amiga software's going.

Of course [illegible] isn't what it used to be, but there's got to be more to the computer entertainment medium than [illegible] of [illegible]. I really don't know what happened: not so long ago there was a handful of original, fun games I enjoyed playing and [illegible] to be being made — the most [illegible]. The number of publishers [illegible] games for the old Amiga will be [illegible] by the end of the year, I suppose there's always plenty of Public Domain and Shareware stuff around, but most people find it inconvenient to acquire.

It'd be great if a small band of talented, [illegible] individuals were producing [illegible] Amiga stuff in the years to come [illegible], but it won't happen. Everyone seems to be [illegible] potential of [illegible] coming up with new game ideas for [illegible]

[illegible]

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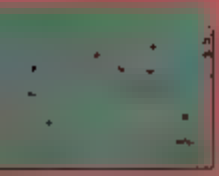
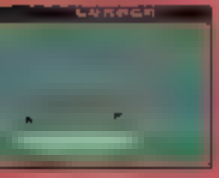
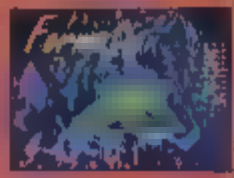
CAUTION!

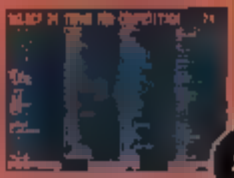
WORK IN PROGRESS

Matt wouldn't kid himself any longer — it really was the end of an era. With the WIP intros having gradually been reduced — not to mention having to get passed the 'enthusiastic' new Production Editor — there really was no way for the lad to be amusing any more. Looking back over the year, happy memories of 'Free sex', 'Alien birth' and 'Plane crashes' overwhelmed the young man to the point of tears. And so, closing his 'Funny box' for the last time, Matt made for the door. This would be the last ever irrelevant WIP intro. And, of course, it was. Goodbye.









FIFA FO FUM

Can we stand any more? After a long hard season, could it not be said that our soccer stars play far too many games? Is this why we missed out on the World Cup? 'Nah, we was just crap', claims Football Crazy Andy Nuttall — and after all he should know.

Football's a relatively new game (compared to say chess or tou-chess) but less than half it looks is the world's most popular sport. Of course the millions who buy it are dwarfed by even more millions (particularly in the USA where shooting people and kiddy-vittiks are marginally more popular than The Beautiful Game) who frankly don't give a bat's willy. Fly hype surrounding domestic competitions and the World Cup only reflects the poverty of the sport, but handbags of people (usually girls pun intended) complain that it seems like football is on the goggle-box all the time. Well boo-em.

As if to prove how lovely computer games follow other forms of entertainment, we're treated to exactly the same situation on the Amiga. A veritable orthodoxy of footy games (okay, Sillies's delayed indefinitely off the shelves at Smith's like a cardboard of cards falls short, hopefully at passing motorists).

Do you say, but will people buy all these games. Well, historically we guess that they will so matter how many footy games are released. Their still seems to be a large section of the Amiga owning public who will buy another title or two or three.

This year is exactly what Electronic Arts is hoping will happen with the release of its ground-breaking FIFA International Soccer, a game which topped the console charts for months last year.

On the surface, FIFA received huge praise accounts an obvious pointer to the game's success. Not really. On the Amiga the competition to produce the best footy game (ever) is a lot greater so what's the Amiga version going to be like? It will be exactly the same as on the consoles, says Nick Goldsworthy, EA's Assistant Producer. The programmers have done a grand task to fit FIFA onto a 1Mb Amiga 500. There won't be a special A1200 or CD32 version, but if your Amiga has devel 1Mb of memory FIFA will detect it and enable more play or animations.

PROJECT: FIFA International Soccer

PUBLISHER: Electronic Arts

DEVELOPER: Virtual Studios: David Cowan (Programming); Geoff Gussney, Mark Ireland (Graphics); Anthony Pelham (Music). EA: Kevin Bachner (producer); Nick Goldsworthy (Assistant Producer).

INITIATED: January 1994

RELEASE: June 1994

Of course, we're not going to see England play one side at the World Cup, because one team qualified by actually, and we didn't. However, EA enjoy footy game worth its salt to be released in the next month or so (and some that aren't worth anything, mind), you have the option to FIFA up your Amiga.

The headline in this shot of Israel intense speaks most of the time on-screen, putting one positive as one escape as a 'keeper' not would. "The ref works very well," enthuses Nick. "He keeps out of your way, and he runs around and generally, as looks realistic." Keep looking, mates.

ONE-BUTTON WONDER

One of the more difficult tasks, undoubtedly, was redesigning the control system to fit up with one button joystick. Instead of the controller's joystick, it will need a combination of short and long button presses, reckons Nick. "We've found it difficult to design, simply because of the number of different moves featured in the game. There are dummies, kick, dribbling, headers, back controls, banana kicks, back heels... you name it, basically."

With large player names, realtime 3D views and lifelike sound effects, FIFA aims for the people who want realism. Sets Sizzle was indeed only great as it is gameplay goes, but it when you hot up the graphic front. We didn't like the overhead view much, but that's because we like to make games look as realistic as possible.

Don't know whether you saw the promotional video for FIFA, says Nick to us. Well we took the cut out of Sensi a bit and had their overhead view with a broke a nurse saying the wave or something. The graphics in Amiga FIFA are amazing.

FIFA on the [illegible] features a Canadian commentator called [illegible] Hopefully he's been replaced on the Amiga by [illegible] actually [illegible] Mutton [illegible] liked a bit more [illegible] than the other guy [illegible] Nobody knows who the hell [illegible] is over here anyway.

[illegible] teams are playing [illegible] that the [illegible] Which other team would employ a goalie who falls asleep in his goal? [illegible] of EA having a laugh at our expense [illegible] when your controlled player [illegible] with a [illegible] in his direction

[illegible] the [illegible] we [illegible] getting it up to speed because when we first got it running it was [illegible] slow.

SOFA, SO GOOD

FIFA's programmers and designers researched the game well by playing every Amiga [illegible] game they could get their hands on. It was just [illegible] research purposes [illegible] of course, and perhaps those which influenced the FIFA game the most are an unusual combination. "The classic games which inspired us were Sensible Soccer, [illegible] surprise [illegible] which has great [illegible] appeal especially when you play in two player mode. The other was Commodore's ancient International Soccer on the Commodore 64. That was a gem and excellent for its time.

"We combined everything we [illegible] other footy games plus many more of our own enhancements such as animated [illegible] which follows the action [illegible] of digitised [illegible] applause and [illegible]. On the graphics side FIFA

> **"The classic games which inspired us were Sensible Soccer, and Commodore's International Soccer on the C64"**
>
> **Nick Goldsworthy, Assistant Producer FIFA**

International Soccer features [illegible] player animations with over 4,000 frames of animation.

"To [illegible] we [illegible] after all it would be [illegible] at one time of year [illegible] enough team playing styles and [illegible] in match any game on the market. There won't really be anything to rival the World Cup [illegible] FIFA though [illegible] coming out just before it [illegible] not going out [illegible] World Cup [illegible] supposed [illegible] like that [illegible] all in there [illegible] that FIFA has made a name for itself and will sell on that strength alone.

To strengthen the [illegible] area which [illegible] is product placement. This is the concept of putting product names [illegible] games [illegible] manage to get a few sponsors for the Amiga game [illegible] Nick [illegible] the Panasonic and Adidas [illegible] will have their graphics in the [illegible] something that didn't [illegible] with the [illegible] version. [illegible] thought [illegible] honest and [illegible] the [illegible] one as well.

Apparently this is something we're likely to see in almost all [illegible] games in the future. [illegible] Theme Park [illegible] people in the [illegible] are sitting [illegible] Midland Bank [illegible] companies [illegible] major developers [illegible] about a deal, although [illegible] out and look for one as well.

BACK TO BASICS

One of the original briefs of the FIFA Soccer design was to make it simple to play. So many footy games which are released nowadays are difficult to play [illegible] and so hard to put [illegible] Because of that FIFA was made [illegible] from the outset [illegible] [illegible] difficult to [illegible] people [illegible] around and [illegible] that [illegible] should hopefully [illegible] [illegible] that's the [illegible]

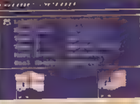
Because it's easy [illegible] though does [illegible] that hardened players might want a more difficult and perhaps [illegible] flexible method of control. [illegible] think that the more formidable teams such as Germany and Holland [illegible] just [illegible] mean that when you're playing the more [illegible] teams you tend [illegible] to use some of the more [illegible] moves anyway. So [illegible] better for beginners and [illegible] you play it [illegible] Germans [illegible] tournament that happens anyway of course.

[illegible]

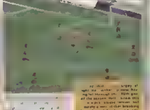
[illegible]ON DO THAT

Because FIFA was developed on the consoles [illegible] find that nothing that [illegible] illustrated [illegible] [illegible] the [illegible] each selection [illegible] going on.

There [illegible] your team [illegible] on the [illegible] position of each player [illegible] midfielders, defenders [illegible] which type of [illegible] team should play [illegible] defend, and other things in the middle [illegible] most interesting [illegible] you to dictate how much of the field each member of the squad should cover. Pretty damn useful, eh?



[illegible] Manager mode [illegible]



[illegible]

READY TO PULL OUT?

[illegible] but we [illegible] good [illegible] thought of using the space bar [illegible] along the keyboard during a game.

Although [illegible] released much [illegible] stranger [illegible] Amiga [illegible] games and [illegible] budget [illegible] will probably [illegible] and John Madden Football [illegible] time [illegible] which [illegible] on the [illegible] that same game [illegible] from now [illegible] the pressure.

With all the [illegible] format [illegible] have a [illegible] quality [illegible] well [illegible]

Games with [illegible] great numbers [illegible] you need [illegible] game [illegible] John Madden [illegible] more realistic and our players [illegible] playing [illegible] Strike as well [illegible] those games with the Sega [illegible] you find they're quite different even though the main game is essentially the same.

[illegible] that with all the [illegible] games [illegible] around on the Amiga we [illegible] to [illegible] from the [illegible] We're lucky in that there's a bunch of good people working on it who are very [illegible] in the game and they want them [illegible]

Sega and SNES sales of FIFA and [illegible] worldwide [illegible] million [illegible] times the [illegible] on the [illegible] format [illegible] a hundred [illegible] the average [illegible] game [illegible] sales of [illegible] magnitude [illegible] great things of the Amiga [illegible]

[illegible] strike [illegible] Amiga of [illegible] They proved that the Amiga [illegible] sound and [illegible] playable game [illegible] Amiga [illegible] our expectations.

Not bad [illegible] ready to pull out of the Amiga [illegible] because of [illegible] changes [illegible] do with the Amiga [illegible] the honest [illegible] down on the Amiga [illegible] to do with the [illegible] Amiga [illegible]

All that [illegible] further [illegible] on the Amiga as well [illegible] Amiga sales [illegible] as good as [illegible] consoles [illegible] a worldwide issue [illegible] much faster than any thing else [illegible] that's why we're concentrating on that.

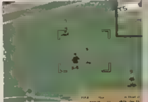
[illegible] more.

TRUE WORK OF ART

[illegible]

[illegible] impossible [illegible] Theme Park [illegible] doing that.

[illegible] game [illegible] on the Amiga [illegible] planned for the Amiga [illegible]



[illegible]

[illegible] to anything [illegible] new Amiga [illegible] though including Theme Park from Bullfrog and [illegible]

The angle FIFA was designed at [illegible] which perhaps [illegible] makes it easy to see exactly where all of your players are. That way we didn't need to include a radar, something which most people find confusing at best. And even when [illegible] controlled player moves off-screen a little arrow appears to tell you where he is. Thought of everything, it really has.

Although it's not strictly a World Cup based game, you'll find that all the World Cup teams are in there, mainly because FIFA represents, or FIFA football's governing body. At kick-off time, there are 64 national teams in our game, each with unique playing styles. To add to that, there are over 700 lifelike players each modelled in one of 4 different skill areas. Should be fairly competitive, this.

The FIFA look is so realistic you can almost feel the turns in the back-of-your-head as your man leaves an opponent in the lump as some of the dotty supporters cheer you over the head with a yellow. If you live in a particularly violent household, you'll be glad to know there's none of this cuddling and pile-on nonsense, though. A swift up (depending the crowd with his fists clenched is good enough for our lads.

Even though it's a pretty easy game to pick up, kicking and heading of the ball, after a while you can hone up further skills. And, thankfully there are plenty of them. Some gimmicky, some useful. Here's a guy heading a ball backwards as his head swing from the marauding striker. Very, of course, as bizarre as it's a difficult thing to do, but you get the hang with practice, honest.

Occasionally, with a particular [illegible] it's difficult to make up any enthusiasm for the proceedings. Although the games do occasionally suffer from the 'Michael Jackson effect' (walking and running on the spot) these are probably the most realistic play we've seen yet. Been the rest animated, bouncing in and out when it's hit by a ball. Who says The One doesn't give you any tests?

YOU'RE NOT SINGING ANYMORE...

All football games have one missing heroic defenders who work hard but are overshadowed by hat-trick scoring strikers and behind-the-scenes boys who get the players ready for their games. On the FIFA Footy field, though, the unsung heroes have to be the crowd. All through the game they're yet on high-shell scans, wave rattles around like chimps [illegible] and [illegible] should [illegible] a clever effect. Imagine separating several sections of the crowd. EA has made it look as though each spectator moves individually. Here you can only see a couple part, but see if you can spot the same blade twice. Difficult, isn't it?

CLUB FOOTBALL

Can You Manage It?

THE MANAGER

THE ULTIMATE FOOTBALL MANAGEMENT SIMULATION FOR YOUR AMIGA

[illegible] Simply tactical [illegible] enabling you to take total control of individual players. Change your tactics during the game using the unique panel tactical options should you hold onto that one goal lead or go for another. Assign the appropriate and optimal stamina as plan your [illegible] when you need to.

The Coach

Improve your playing and training. Get your stars up on the ground, invest in your youth team and make your mark the best in the Premier Series. The best hand-picked staff in maximise your team's performance.

The Manager

One man full of all match remarkable reports on your performance [illegible] high the table. Deal with your chairman, sponsors and fans.

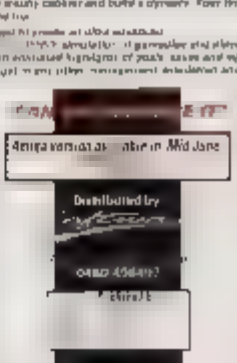
The Businessman

Negotiate your contract. Sack after payment and make sure you're the boss of your own destiny.

The Winner

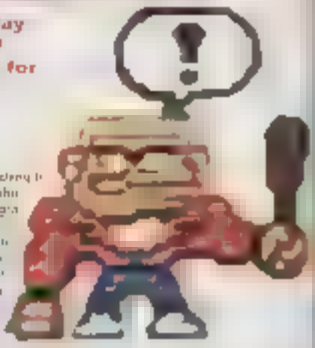
[illegible]

Review the [illegible] highlights of your season and [illegible] management [illegible] and more.



PROBLEM CHILD

Matt Broughton w tnessed [illegible] scene the other day While dr v ng through Barnsley he came acr oss a group of chi dren standing around a tree, hitting it with steel bars for no apparent reason. Perhaps there is a point to be made about m ndless vio ence in games after a ...



Have you ever wondered exactly what the software company PR people do? Invariably that a huge proportion of their time is spent in the unenviable, impossible, totally futile task of trying to persuade simple-minded journalists to pay attention to their products. Well, I'm not for some lunch and a little [illegible] but there are only so many times you can get away with that, so what do they do for the rest of the time?

As an example, Nick Clarkson from Ocean came round to show me his Wizard, but when asked about the deadline he told me that he had to go back to the office and think up with some friends of his. Obviously, I thought, an intelligent bloke, so Nick should be able to come up with something pretty good, right? [illegible]

Having given Nick some [illegible] days to ponder, I met him yesterday and asked him what the game's plot was. Are you ready, kids?

[illegible] Well, [illegible] Wizard [illegible] a lot of [illegible] value [illegible] apparently been caught up [illegible] entries thing and [illegible] to get through lots of [illegible] stuff [illegible] levels. [illegible] right [illegible] to get home. Right, see [illegible] which [illegible] that your [illegible] [illegible] and trouble.

Ah, [illegible] Well, the story [illegible] that there were [illegible] in other things in the game [illegible] well, some of which were [illegible] and [illegible]. Yeah. And Nick's [illegible] a woman [illegible]. Do you [illegible] that's why he's got a child.

Hmm. Have you ever wondered exactly what the software company PR people do

PROJECT Bad Vicious
PUBLISHER Ocean
DEVELOPER Magnetic Fields; Andrew Morris (Design, Graphics), Shaun Southern (Programming/FX), Peter Liggas (Testing, FX), Pipe Smoker's Cough (Music), Doug Brinsley (Business, Sale of Things).
EXPECTED August 1991
[illegible] August 1994

HIT ME

Well there's only one way to do this, I guess: I'm going straight to the creative [illegible] Magnetic Fields, Andrew Morris, the guy in charge of graphics and [illegible] from the Magnetic Fields stable. Perhaps he can tell us the story behind the game.

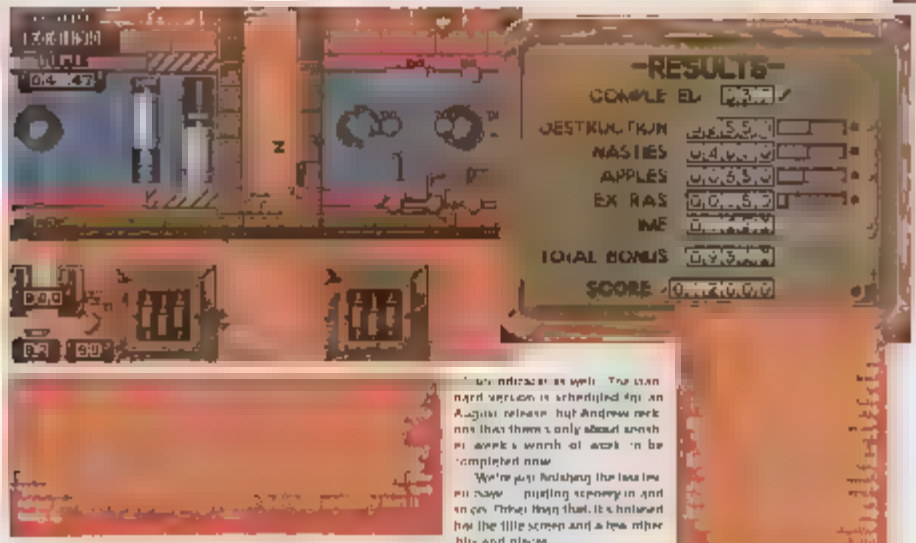
We basically wanted to produce a really, really good platform game [illegible] better than any game that [illegible] before. We've looked at [illegible] similar games [illegible] which [illegible] something we [illegible] when we [illegible] and [illegible] lots of things [illegible] and have [illegible] incorporate them into Bad [illegible]

[illegible] know, [illegible] Bad Vicious appears at first [illegible] to be a very standard platform game with lots of [illegible] [illegible] weapons to be [illegible] and [illegible] to be [illegible] which [illegible] Magnetic Fields think [illegible] Bad Vicious [illegible] but [illegible]

Well, [illegible] very, very fast. I think [illegible] anything else that's here [illegible] the Amiga before, and I think that the game is very, very [illegible]. There's also quite a [illegible] in there. The game's going on [illegible] and [illegible] without any [illegible]

LEVEL HEADED

Each level plays on a different [illegible] there are four, every [illegible] have in [illegible] across the level [illegible] [illegible] and [illegible]



are others which you've got search for doing like cases. There are also levels with puzzles — switches mazes etc. Mag Force is hoping on get all this levels playing in a different way to improve the longevity. They're also copied in and each level in a less than traditional way replacing the now familiar huge monster scenario with a sub-game.

"We wanted to get away from the Big Meanie at the end of the level," Andrew explains, "we thought that sub-games would be a lot more interesting. There's a Space Invaders game, a sort of Asteroids other where rocks fall down on you, there's a Breakout game and there's another shooting game where you have to blow away a platform along the top of the screen while birds shit — or shoot droppings at you from above.

> **"We basically wanted a really really good platform game — better than anything that had been around before."**
>
> Andrew Morris
> Magnetic Fields

Graphically the game has turned out how Andrew had hoped for (all 50016 of it), with a style not too cute, and not too hard. A 200 and 400 enhanced versions will follow on shortly and Andrew hopes that both will be an improvement on the one before. The A1200 version improves upon the standard, and the 4032 version improves again upon that.

"Basically we'll improve the foreground graphics and make them a lot more [illegible] there'll be full speech in the game as well. It'll work a lot quicker and the CD version will have full [illegible] as well. The standard version is scheduled for an August release, but Andrew reckons that there's only about another week's worth of work to be completed now.

"We're just finishing the last few off now — putting scenery in and so on. Other than that, it's finished, the title screen and a few other bits and pieces."

The game originally featured a sort of foo character and was called Sir Vicious, but it was felt that there were too many similarities to a certain hedgehog. Other than that, the design has remained much the same from start to finish.

"It has come out pretty much as we started it to, coming back to when we started, this game was a nice ending."

Having been working on this project for the last few years, Andrew has no plans for a sequel, and intends to take a long, long rest. He's earned it.

The main problem with Sir Vicious programming was that the team underestimated how long it would take to write a game like this. Originally we thought it wouldn't take more than a year, but just designing the levels has taken something like seven or eight months — that's just putting the blocks together, never mind the graphics. We've had someone at testing it since it's been playable, because there's an awful amount to test with something this big and there are so many things that can go wrong. Peter's been playing it for a good nine months now.

HARD DRIVING

Buckle up, dear readers – as the automotive y-cha l-n-ed Simon Byron zooms into the sunset in Gremlin's super cha-- o AGA racer. Because he can't afford a real car

There's one software company that springs to mind whenever you think about driving games – Gremlin. Its phenomenal Indy title are still regarded by many as the best of the bunch. Some would go so far as to say that the latest – Indy 3 – was all-but perfect and took the genre as far as it is possible to go without actually getting behind the wheel of the real thing. It seems this view is shared by Magnetic Fields, the developer behind Gremlin's turned its attentions to the eye-shattering platform game with AGA Virtual Jaba previewed this month.

Gremlin, however, thinks there's still some mileage to be squeezed out of the old faithful genre – and why not? With games such as Sega's Daytona and Lamborghini still sold very well, it's obvious to all that slick car games sell.

Top Gear is then the conversion of the similarly titled SNES game which one pseudonym is the follow-up to Top Gear. It's an out-and-out racer with full-bodied characters of humourous persuasion, instead aimed in emulate the adrenaline-pumping speed of an arcade – very fast, as Gizmo says, I'm crap at car parts but so what. It doesn't make me a girl does it. Although, he did that enjoy dressing up Barbie and Ken, might. Anyway.

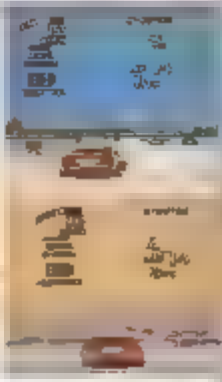
Mike Lieber – the guy with his head under the bonnet – was busily handcrafting the code when we visited Magnetic Fields, chasing it up and placing it into the Amiga. The AGA 100 version is the best version of the game with CD-ROM and AMIGA version following shortly, then.

Controlling Top Gear is relatively easy. The racing is slightly weak the side. Mike reveals, to allow for the fact that the Amiga has a larger screen than the SNES. But apart from that, the game will be identical to the SNES version.

PROJECT: Top Gear 2
PUBLISHER: Gremlin
DEVELOPER: In-house; Mike Lieber (Conversion Programming)
INITIATED: October 1993
RELEASE: August 1994

One of the major headaches in writing a driving game is coming up with a 3D mode. Thankfully, Mike's team have the SNES's mode 7 skills and has been ported across to the AGA in its entirety. The game runs smooth in real time. The animation there are no details of animation but frames come in memory. As an object moves towards you, replaced by a big dot, gives giving the impression that it's getting larger. Less an rail racing game.

Top Gear shaping up to be one of the most attractive Amiga games. Although the fact that the game is loading on the Amiga CD means an look forward to the most on-screen in a racing game. [illegible] have to include the [illegible] on the A500 version of Mike in order to keep the speed up.



As yes, speed. The one thing which will make or break a racing game is speed. Mike's goal is a never looks at actual time as Elizabeth Hurley in That Dress – it's always like a drag than no-one's going to be the slightest bit interested.

It's currently running in three frames. Mike reveals, it looks like you are a lot of a dymac when it comes to technical terms, let me explain further. On an Amiga 1200 set the screen updates 30 times a second, on a game running at one frame will update 60 times a second, and Top Gear currently updates every third frame but at 50 or just under 20 times a second. Which is quite fast.

Top Gear 2 will feature 64 tracks across 16 countries along with all the usual weather effects we've come to know and love. But you'll need a keen vision as well as the conditions in order to succeed. As with course requires a different car set-up. You'll need to experiment with tyre pressures and gearboxes in order to achieve the perfect combination.

Does this sound like your cup of tea? Well, you'll be able to see whether it's ours when we review Top Gear 2 next month.

MISSION RATED IMPOSSIBLE

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BRUTE FORCE

Damn! We're all out of the World Cup. Mind you Millennium has an interesting suggestion. Why not relive the qualifiers, but this time arm the teams with guns, knives and stuff? Hey, eat lead, Kosman you cheating piece of Gouda! Allegedly. Over to John Andy Nuttall Molson.

Thanks Dot. We rejoin the action as England line up for a free kick. Just inside the half-way line three steps up to the ball. He takes it lightly, and Platty's making one of his swinging runs into the box. Oh, and his head – one off Neville Southall the Welsh keeper as he punched David Platt's head clean off. There's a bandage [illegible] there now. The stretcher [illegible] players are pulling out [illegible] are Beatrix's girl a Sherman Tank! And how does this only be one outcome.

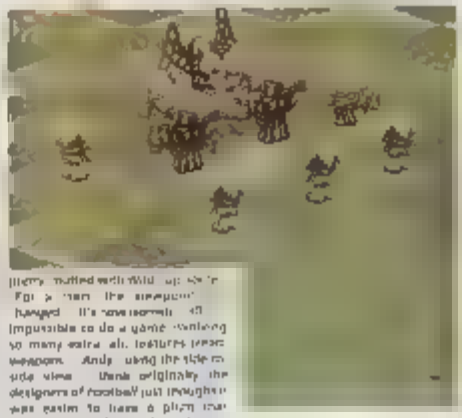
BBC2's Goal TV was on the telly this evening and had hence to watch (again) the disgraceful 'football' match between Chile and Italy in the 1962 World Cup. If you think my opening paragraph was ridiculous (yes, yes, we know, Andy, still only [illegible]) – [illegible] you to watch the 62 game. Suddenly it becomes believable. Players' legs chopped out from under them at all angles by unknown (+ wayward) tackles. Outright, pretty breathtaking hand jobs at dawn and on the scale degree a high tackle of such crass attitude that the offender's studs might contact with the back of his opponent's head, knocking him out cold. Did you not.

If that sounds interesting (you sad, sick people) and if you missed Goal TV then maybe you should take a look at the next in Millennium's Brutal Sports series: Wild Cup (sic). It's just like any other soccer game – players a side trying to boot the ball into each other's net. The difference here is Brutal Sport: football fans will already know that your players have the particular [illegible] the obligation to punch [illegible] and kill as many of the opposing team as possible. Also:

The management option – [illegible] and player trading is complicated in the brutal world (though the team manager also has to budget for the cost of arming his team: guns, broadswords and shields are as important for the players as Three Shredded Wheat for breakfast, do tho).

Compared to this, Brutal Football was a much more [illegible] game. Keith Smith, Marketing and PR Manager for Millennium, seems [illegible]

PROJECT Wild Cup Soccer
PUBLISHER Millennium
DEVELOPER Triple Vision
INITIATED February 1994
RELEASE June 1994



[illegible] nothing with Wild Cup. [illegible] For a team the management [illegible] handed. It's now normal [illegible] impossible to do a game involving so many extra, all, features [illegible] weapons. Andy, using the side on side view. I think originally the designers of Football just thought it was easier to have a pitch that scrolled from left to right, so keeping it as simple as possible. Later on it was originally being designed for the Mega Drive.

I think at this point it's worth pointing out that Football, as in Brutal Sports Football, is based on American Football, where Wild Cup Soccer is [illegible] with traditional Association Football.

People are used to seeing and playing football games from this sort of viewpoint, already. [illegible] We basically went with it because it was more [illegible]

Millennium has very little time to build up hype for Wild Cup. The company's goal is to release it in time for the World Cup, which at the time of writing is a matter of weeks away, so they're intending to rush it out in half the time it takes for a

usual game. "We're confident that it's a very good game, though," Keith tells us. "We're not interested in releasing a sub-standard game just so that it sells. It's simply that we knew we could get it finished and polished and get it out there quicker. We're in a lucky position in a way, because we can build on the success of Brutal Football."

BRUTAL KNITTING

So why not call it Brutal Sports Soccer then? "Basically because we can't use the word 'Brutal' in Germany," says Keith. "Over there it's a very [illegible] word meaning [illegible], which is obviously not what we want, though. So we had to [illegible] put on a [illegible] [illegible]."

With Wild Cup [illegible] only in production for a few months now, it's apparent that Millennium have taken a good look at the other [illegible] [illegible]

> "Compared to this, Brutal Football was a much more primitive game."
>
> Keith [illegible], Millennium

[illegible] in the past few [illegible] that [illegible] playing them and perhaps [illegible] the same [illegible]

We [illegible] got to think about the [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] football [illegible]

At the [illegible] [illegible] the money [illegible] [illegible] [illegible] football [illegible] Wild Cup [illegible] [illegible] [illegible] [illegible] game.

[illegible] Brutal Sport Football was [illegible] [illegible] know that Millennium [illegible] some of the series features from the original game in Wild Cup [illegible] [illegible] [illegible] producing another [illegible] [illegible] [illegible]. "On the CD32 version we're going to put down another crazy rock track," Keith tells us, "because the last one was just so outrageously loud it was well worth doing. The quarter [illegible] [illegible] as well, so that gives us a good excuse to go into the studio again and [illegible] some fun."

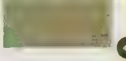
As you would imagine, the Brutal Sports series is unlikely to end here after just two releases. Millennium has a number of ideas up its sleeves, many of them unlikely [illegible] [illegible] [illegible] again before [illegible] who would have considered a football game with [illegible]. "We reckon that Brutal Golf would be an ideal next game," says Keith. "[illegible] that [illegible] [illegible] [illegible] [illegible] [illegible] Hockey would be a good one too because that [illegible] a brutal game anyway. [illegible] [illegible] [illegible] before on the [illegible] [illegible] but I think we could make it even more juicy."

[illegible] [illegible] [illegible] Keith continues with some [illegible] [illegible] sports other [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] people [illegible]

[illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] additional foul's game that [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] football which [illegible] [illegible] [illegible] the future [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] though, the aggressive side of the [illegible] [illegible] [illegible] aggression of the player [illegible]

[illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible]

Wild Cup Soccer is to be released on the A500 and CD32 [illegible] on June 30th, with the distinct possibility of an A1200-specific version following close behind.



WORLD CUP SOCCER STAR

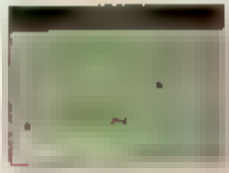
I gave up [illegible] really do mean it generally a subtle sort of [illegible] but over the last few months [illegible] I put my best to feed that [illegible] again any more football game. Please. But wait [illegible] what's this that has appeared upon my [illegible] desk of late. Why yes, it's indeed it's yet another footy game. How super, how original. And how blandly predictable.

World Cup Soccer Star originally appeared a few months back [illegible] since received an updated version which is slightly more [illegible] to use, have a little look shall we.

What can [illegible] you about it? [illegible] you an quest for [illegible]? Well yes, here at the standard option such as another [illegible] length of game, pitch [illegible] also [illegible] well [illegible] being able to [illegible] competition or a [illegible] league competition, [illegible] the 64 teams on offer. All of the player names and statistics are [illegible] but there is an editing facility should you feel the need to create your own teams.

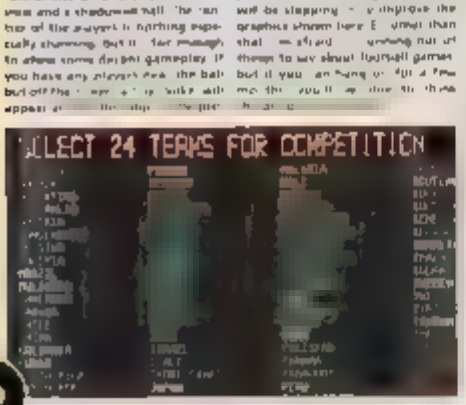
Once you've [illegible] the competition itself, you is presented with [illegible] option to play a game of the tournament, [illegible] you can either opt to watch the computer play the game out or just in be presented with the [illegible] you and receive the standard statistical info at the end of each match, showing possession, [illegible] etc.

The games themselves are [illegible] sort of 8-bit affair with an overhead view and a shadowed ball. The action of the players is nothing especially stunning, but it [illegible] for enough fun where some fairly decent gameplay. If you have any players near the ball but off the [illegible] it [illegible] will appear [illegible]



area adjacent to the [illegible] and where he is actually [illegible] range.

Compared to [illegible] just [illegible] became involved with this project and the programmers only began to point out that a new graphic artist will be stepping in to improve the graphics shown here. [illegible] than that [illegible] nothing out of them to say about football games but if you are hung up on a few [illegible] then you'll [illegible]



SOCCER SUPERSTARS

Hot on the heels of Sensible Soccer comes Soccer Superstars. Their [illegible] of a pattern [illegible] Where the third [illegible] will go is be Superstars [illegible] Super Team. Blood [illegible] some people [illegible] don't know what [illegible] do they.

Anyway, there's proved to [illegible] what it says will [illegible] surely be one [illegible] most advanced and playable [illegible] games yet. Oh really, [illegible] you don't say. Well, as given [illegible] body else the benefit of the doubt, to what does this particular [illegible] offering have to [illegible] offer.

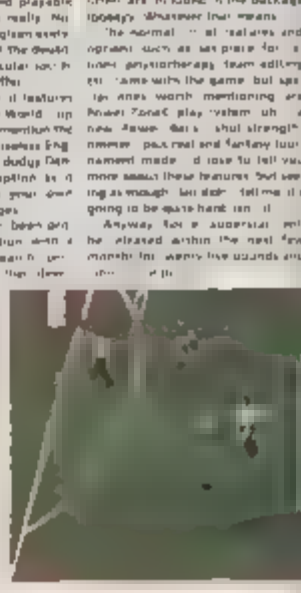
Well, funnily enough it features all of the teams in the World Cup, quite surprise, not to mention the non-qualifiers such as useless England, Hoppy France and dodgy Denmark. This is a nice option as it allows you to set up your own sweaty football challenges.

Apparently, Flair the boys and programming in conjunction with a major statistical research programme, armed out by the development team, and therefore hope to provide the most realistic game as far as the stats and there's limits to limit the strengths and weaknesses of individual footballers and players go.

Presentation-wise, it is promising breakthrough. In new generation of sports games using new techniques, including 3D modelling, fully scaled animation and interactive real time commentary. The game is also sportsmanlike [illegible] football [illegible] Here are no [illegible] in the package [illegible] Whatever that means.

The normal [illegible] options such as [illegible] for a friendly, penalty shoot, team editing [illegible] come with the game but [illegible] are worth mentioning are Power Zone play system, [illegible] a new Power Bar's shot strength, [illegible] and fantasy tournament mode. I'd love to tell you more about these features but [illegible] enough [illegible] tell me it's going to be quite hard [illegible]

Anyway, for a superstar [illegible] be released within the next few months for [illegible] and [illegible]



PSYCHO PINBALL

Codemasters

Some companies just don't know when to stop, do they. Dream not content with having produced us with one of the most enjoyable two-player games ever, the team behind Mr Machinea has decided to present us with Psycho Pinball and quote "the most outstanding pinball game ever Probably. Hmmm.

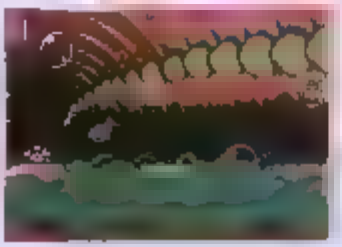
In honesty, this seems bit of a bold statement to make and as Ultimate Pinball Quest has already shown (page 84) it's going to take quite a bit to knock the likes of Pinball Dreams and Pinball Fantasies off their top spot.

There are five different tables to play on, each with its own theme and each with the odd sub-game as well accessed by the normal act of hitting specific lights and entering target areas on the table.

Throughout the game, the best bit is the level which, including the ball, utilises all seven levels before you get a pinball game. Apparently you don't actually have a ball, but an annoyed armadillo called Psycho. Obviously.

It's down to you to shoot Psycho around the various tables, completing the objectives that the company sent him into the Wild West, which will direct the dashing desperado to jail and back out the parachute. Easy peasy! Psycho will also dance and moonwalk your way around the Moonbeam table, hitting all the bumpers and into dark tunnels of discovery, which you get the point.

Psycho Pinball has been in development for the last three years and with up to four players each of different ability and over 100 features on every table, looks to be a pretty decent continuation. And don't worry, it isn't like a pinball release. Anyway, just wait until November and you'll be able to decide for yourself.



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TACTICAL MANAGER

Playability 93%

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REVIEWS

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81	FIRE AND ICE (CD32)	Renegade
81	CHUCK ROCK (CD32)	Core

HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and we like to think a lot better than the rest. Each game review begins with a short introduction telling you what sort of game you're reading about and outlining its plot. Then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail so that you can work out precisely whether the game is for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is quite simply the best game reviewing system devised by man. Probably.

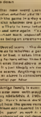
THE VERDICT PANEL EXPLAINED

This pic shows you clearly which Amiga – A500/A600, A1200 or CD32 – the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the version reviewed, how much memory your Amiga needs to run it, how many disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky in the flesh, which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects but also on how well they enhance the game. For instance, an all-guns blazing shoot 'em-up with a silly bouncy jingle wouldn't do well here.



Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a real word (write to your MP), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another new word, Lastability, indicates whether you're likely to finish the game in a day or a year and also whether the game is one you're likely to keep returning to time and time again. It's a rather important stat, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of these scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/A600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

SIMON BYRON

When making sandwiches for a picnic or a tea-party, it's best to use bread that's a day old and cream the butter or margarine so that it is easy to spread. When spreading, make sure it goes to the edge of the bread. Soft fillings, or mixed fillings, which should be crisp when eaten, should be inserted just prior to eating. Creamed fillings can be put in beforehand and the sandwiches wrapped in a damp cloth or waxed paper to keep them moist.

ANDY NUTTALL

Many people worry needlessly over "hypotension" which has recently become fashionable. When the blood pressure is too low there may be a tendency to fainting attacks, especially when getting up from a lying-down or seated posture. There is, however, no danger whatsoever in this and, since there is generally less wear and tear on the arteries, people who suffer from this condition will probably live longer than most. In short, low blood-pressure is no cause for worry.

MATT BROUGHTON

Surprisingly, and unlike cage-birds, hedgehogs and even budgerigars (which will consume household scraps), wood-rats have to be fed by a trick when first captured. It is necessary to cut off the head of a mealworm and insert the body between the bat's lips, pushing the mealworm in more as the bat chews to draw. The common British bat or pipistrelle requires 15 to 20 mealworms a day chopped into two once a week, and the female will make wherever possible.

DAVID UPCHURCH

While certainly lively, but some popular activity is the game of "Passing the Parcel" — a game the direct descendant of which from "Musical Chairs" has its charm. A parcel with innumerable wrappings is passed round to music. Each person who has the parcel passed to him when the music stops must remove one piece of the wrapping. Anyone holding the parcel when the music stops must drop out. The last person left in is the winner.

NB. We've been reading the *Big Boy's Book Of Science* this month. And it's great!

PIERRE OUI TO

Blimey. Our last review and it hasn't got anything to do with beaches. Ah well, here goes... Simon Byron lies on his Spiderman towel and sighs as gorgeous attendants rub oil into his back. He is daydreaming about Mindscape's latest AGA platformer. Or is he?

Fun and with personalities. Interesting, 'cornered' don't you think? Peas may get a bit pretty if you try to shower them with your fork. Popcorn that refuse point blank to be stored, diced and tossed in a winter salad. Sausages squirting "Bugger off!" as you attempt to cap them under the grill pan in some lush cornubopia. This, my wine rah-bogue, is the nightmare scenario faced by one Percy Le Chef, world renowned, or, chef.

Actually, think we're being fobbed-off a bit here. After all, how many people do you know with names which relate to their job? Why, for example, am I not called Gwyn 'The Editor Who Is Good At Things'? Why isn't Matt called Matt Penguin Fanzer? And why, then, isn't our newest team member called Andy Go Go Go Bill Jill Jill Gill Gill Gill? Answers on a postcard, please.

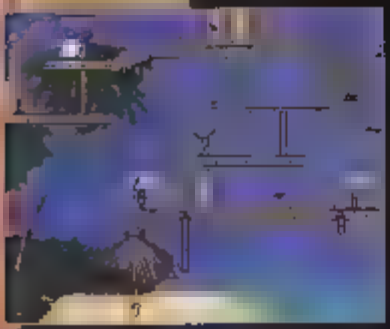
Anyway, back to the matter in hand. Percy is a chef with personality problems. Not only has his culinary reputation been put on a knife-edge, but his ingredients have vanished – and he would like them back. Unfortunately, what happens [illegible] without one, as Delta Smith, [illegible] boy of [illegible] notoriety, [illegible] however, [illegible] the manual actually [illegible] serious exotic levels before something really bad happens. Expect [illegible]

Out To Lunch is, in fact, a conversion of a SNES game which, according to software critic Graham Wilson, writing for Editor's Nintendo Magazine System, is "Simple and fun and [illegible]." Hmmm.

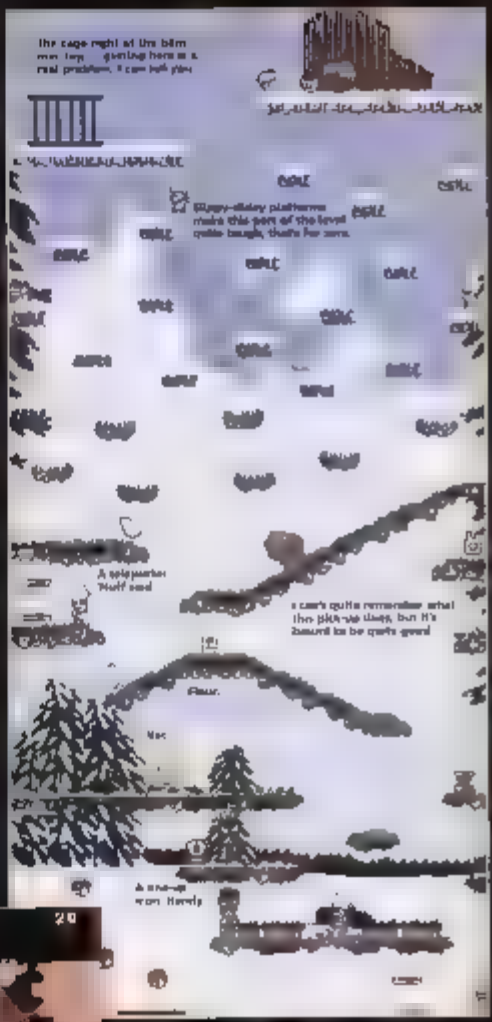
But in order for Out To Lunch to get the usual enthusiastic response from the [illegible] with words of fewer syllables immediately it's going to have to be really special. In fact, I can't think of a SNES conversion which has managed to cut the mustard on the Amiga. Actually, neither can Matt. But we do [illegible] decent SNES game next month, and we'll have to mediator in recommending the food-fetish platform [illegible] Claire Jo Marsh. Anyway, here's why.

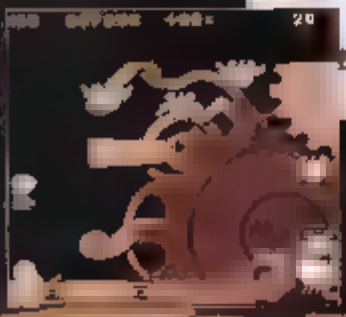
LE GAMER LUNCH

can use a two-button joystick if you wish. Without the control pad with a jolly combination which is quite tricky. To use the weapon to keep away baddies, just tap the fire button and he will attack the bogeymen. Then, when you're near the level, collect them in the usual way by holding down the fire button for longer.



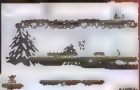
The level's level. Pierre has to capture a certain number of bogeymen in his net, and elegant stone later. In the cage within a set time. There are usually more bogeymen than you need so you can afford to kill off a few by repeatedly jumping on their eyes. Sounds a bit bump round where if you feel like it.





The jolly critters of the game in Mindscape's title ... insects. It's all quite horrible — mutated ingredients leap you down and kill with one touch.

There's ... as many as your ... and learned ... touching anything that ... your escape. Thankfully you can't be killed by 'normal' ingredients — only the scary mutant ones!



... in the game's title ... out in standard platform style ... higher. But what ... graphics which are ... the very least. But the game ... only, so high-quality ... are to be expected.

I like it. A lot. In fact ... Mindscape has come up with one of the simplest and most addictive platformers for ages. ... could rattle out the age-old clichés like 'It takes a minute to learn but a lifetime to master' or 'simply brilliant and brilliantly simple' for something like that. But ... won't. Because ... just have. Instead, I'll harp on about Out To Lunch's addictive qualities. ... just can't put it down! The first few levels are a doddle (as they should be), but once you've managed to clear them prepare for a serious challenge. Many of the levels look deceptively simple but start capturing the ingredients and it's obvious that a lot of forward planning is needed in order to finish within the often strict time limits (the way some of the platforms are placed makes journeying from one point to another like walking through a maze ... play the demo, you'll see what I mean). Very rarely does it become overly-frustrating, though, mainly because the whole thing is so damned nice. The parallax is gorgeous and although the sprites are small, their incidental animations are brilliant and really give the ingredients comic personalities. There's much entertainment to be gleaned from keeping your eye on what they're up to and watching them bounce all over the place in an effort to escape. Even the music is vomit-inducingly cute. Every new country brings fresh challenges ... different vegetables, new features, that kind of thing ... which ensures that you never become too easy. The first time an egg explodes all over your face comes as a surprise, I can tell you. Although the game is stunning as it is, one addition would have made it best game in its genre, and that's the inclusion of a simultaneous two-player mode. Don't get me wrong, as a one-player game it's more than fulfilling, but a Qwak-style competitive mode would have been truly fab. But hey, we can't have everything and what's here is certainly well worth a look.

The CD32 gang can look forward to Out To Lunch which should be out round about ... Amiga owners shouldn't hold their breath ... they'll die. And anyway, Out To Lunch won't be released ... 'normal' Amiga.

SURF NINJAS

Is that a cloud we can see hiding the sun and spoiling all our fun? No — it's Flair's appalling beat-'em-up and Simon Byron kicking sand at each other.

[illegible]

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WEMBLEY INTERNATIONAL SOCCER

Yes, the World Cup is finally here, and soccer fever is sweeping the nation. Though probably not this one, in Scotland [illegible] Wembley [illegible] deal. Even the [illegible] feels compelled to do its bit by [illegible] a footballer on the cover, [illegible] building an [illegible] theme [illegible] while the mag and [illegible] the disks [illegible] coming in [illegible] one of the great sporting [illegible] the USA World Cup [illegible] 1994. [illegible] one subject have joined this [illegible] growing band by releasing a soccer game each during the months [illegible] time and late.

[illegible] Wembley [illegible] disappointment and [illegible] [illegible] of these software houses [illegible] they realised they had [illegible] it. Sold in the wrapper of the [illegible] to be [illegible] [illegible] anyway. Audiogenic [illegible] looked [illegible] home and [illegible] the great [illegible] English football. Wembley [illegible] [illegible] long before we saw [illegible] Sensible Soccer and Simulation [illegible] [illegible] commendable, what Audiogenic has [illegible] to do for really it has [illegible] a big license and tried to produce a quality game to go [illegible] it. Well, it's taken about, [illegible] Audiogenic should have [illegible] on the game and let [illegible] in the letting [illegible] and Charlanger [illegible] The game's neither special, [illegible] you'll be thinking you [illegible] you buy it.

[illegible] the extra buttons on the [illegible] controller, the game has a [illegible] of useful features to [illegible] your enjoyment. All too often in a footy game you can get hold of the ball but then you don't pass it to the right player to set up a shot, which is always annoying.

However, Wembley lets you select your target player for easy passing [illegible] lead, that's the idea. It even [illegible] intelligently as [illegible] lets you know that the pass is on. The action replay function is well-designed and one of the best around, but it's a play that can't be used for the rest of the game. And there's [illegible] allowing you alter the [illegible] number of caps and leagues [illegible] around the options screens, including [illegible] of course the now-ubiquitous World Cup tournament [illegible] that's [illegible]

JIOGENIC

QUIK

"How can I possibly invent a story about playing a platform game on a beach?" thought Andy Hollett as Simon dropped "Quik" latest on his desk. "Will have to be contrived and stupid, I suppose." And sure enough, it was.

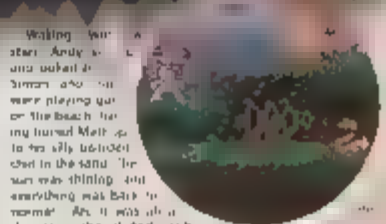
[illegible] Andy relaxing on [illegible] which cobbled [illegible] gently over the [illegible] A glass [illegible] in one hand [illegible] the stereo and those pillet gets from the One we [illegible] to be seen [illegible] As the hot July sun [illegible] his rose-petal skin Andy drifted off to sleep.

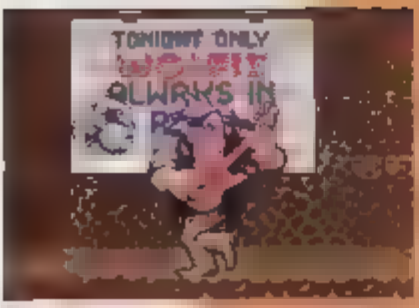
As he dozed the glowing [illegible] turned a pale-blue [illegible] allowed Quik who hopped [illegible] through a glorious [illegible] landscape. The fields were filled with [illegible] small [illegible] which for some [illegible] decided to [illegible] on Kite Quik [illegible] and [illegible] and because [illegible] was a [illegible] Quik [illegible] a tough [illegible] [illegible] of [illegible] [illegible] himself with a leap and a bound. He could [illegible] his [illegible] into a [illegible] which delivered knock-out blows to his shadowy adversaries.

Quik made it [illegible] to [illegible] the beautiful land of these [illegible] things. He had a great time [illegible] morning, and [illegible] some more [illegible] in the knowledge that it was all a dream anyway and he could drink as many [illegible] of carrot juice [illegible] he wanted. [illegible] he finished [illegible] the last hurry rush. Though a [illegible] time down from on high [illegible] must find the clock! Heck, he's had weirder times in other people's dreams. Paul Daniels, for instance, now that was an eye-opener.

Quik returned to the scene of cuddlesome carnage to look for the troublesome timepiece. Nothing a [illegible] snow floating behind a cliff-edge, he followed its pretty trajectory and several [illegible] later he discovered a door which opened to reveal a [illegible] [illegible] tipped with some [illegible] looking ledges. Quik [illegible] [illegible] them [illegible] gradually [illegible] [illegible] and his poor [illegible] [illegible] suddenly he heard a squeak and a set of [illegible] like [illegible] picked him up and carried him back down to the bottom. [illegible] to look up. Quik found that the [illegible] were [illegible] in an angle. He tried to [illegible] again but the edge proved to be as sharp as he [illegible]. Back at the foot of the canyon, [illegible] Quik burst into tears. He wished that clock. And he would get it one way or another.

Waking [illegible] start. Andy [illegible] and [illegible] Simon [illegible] were playing [illegible] on the beach [illegible] ing turned Mel [illegible] to his silly behaviour [illegible] in the sand. The sun was shining and everything was back to normal. Ah, it was [illegible] day there. Though Andy [illegible] look [illegible] way of milkshake [illegible] way back to work [illegible] more [illegible]

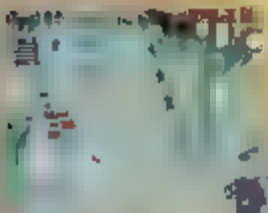




THE VERDICT

The future A500 release is likely to feature fewer levels of varying, but decidedly at the moment. On the CD32 front, however, things are looking much better – a Terminal, enhanced Quest will be released later this year.

ULTIMATE PINBALL QUEST



Infogrames has shied away from the Amiga at late. Indeed, [illegible] doubtful game ever [illegible] If you offered the vast sum [illegible] money for the [illegible] supporting the Amiga [illegible] we sign up a [illegible] game [illegible] bring unsorted [illegible] the Amiga then we will [illegible]

[illegible] pause a while and [illegible] statement. On the PC at least, [illegible] a hallo [illegible] nasty [illegible] anonymity [illegible] 128 quality products [illegible] Shadow of the [illegible] these games are best [illegible] high [illegible] PC's but conversions [illegible] to the Amiga has been [illegible] with the advent of the A1200 and CD32.

So what do we have here? Well, it's [illegible] other than a pinball game. Oh good. Actually, [illegible] remarking to the rest [illegible] game [illegible] new built [illegible] and [illegible] and [illegible] we [illegible] of course [illegible] Ultimate Pinball Quest [illegible] it needs to be something quite special.

Still, at least [illegible] times. For your money you get three fully large tables [illegible] and get this [illegible] under the impression [illegible] able to [illegible] pinball game [illegible] night.

What really makes the game is this. Ultimate Pinball Quest [illegible] to flop and when it does, [illegible] graphics will probably decide that [illegible] money to be made from the Amiga and further reduce its planned release. However, if the company got off its backside and sponsored decent games like Alone in the Dark II you'd soon see that there's nothing wrong with the Amiga [illegible] and that average games can't sell by the truckload. Demessung stuff isn't it.

Look Infogrames, why did you partner with Chief Executive Officer in the Dark, Co Alone in the Dark 3,

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IMPOSSIBLE MISSION 2025

Impossible Mission was [illegible] a doubt an absolute classic in a game like time round. Originally added by Epyx and not [illegible] some would have you believed. The bitmap [illegible] combined a number of [illegible] strategy and puzzle elements [illegible] pleasure one of the longer lasting [illegible] of the time.

If the original [illegible] you [illegible] didn't help but enjoy the [illegible] haunting that was to be told throughout, not to mention the pure satisfaction gained by outwitting those annoying robots as they [illegible]

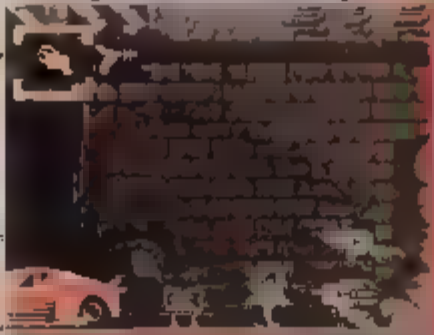
[illegible] there we are an embarrassing amount of years on and still playing games like the [illegible] Many failed [illegible] follow-up Impossible [illegible] changed? Well, apart from the [illegible] not a lot really. Epyx Dimensions is still being a [illegible] you're still up against a huge number of robots (being [illegible] of course) and you still somewhat [illegible]

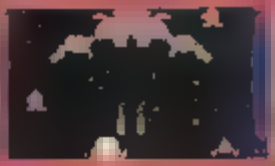
You can now play as one [illegible] each appears to do [illegible] almost identically. It's [illegible] nice to have a choice [illegible] Tasha is a hyper-gymnast [illegible] [illegible] introduced as the youngest [illegible] to reach a PhD [illegible] Thanks [illegible] PhD-trained [illegible] system. Tasha has [illegible] reduced strength [illegible]

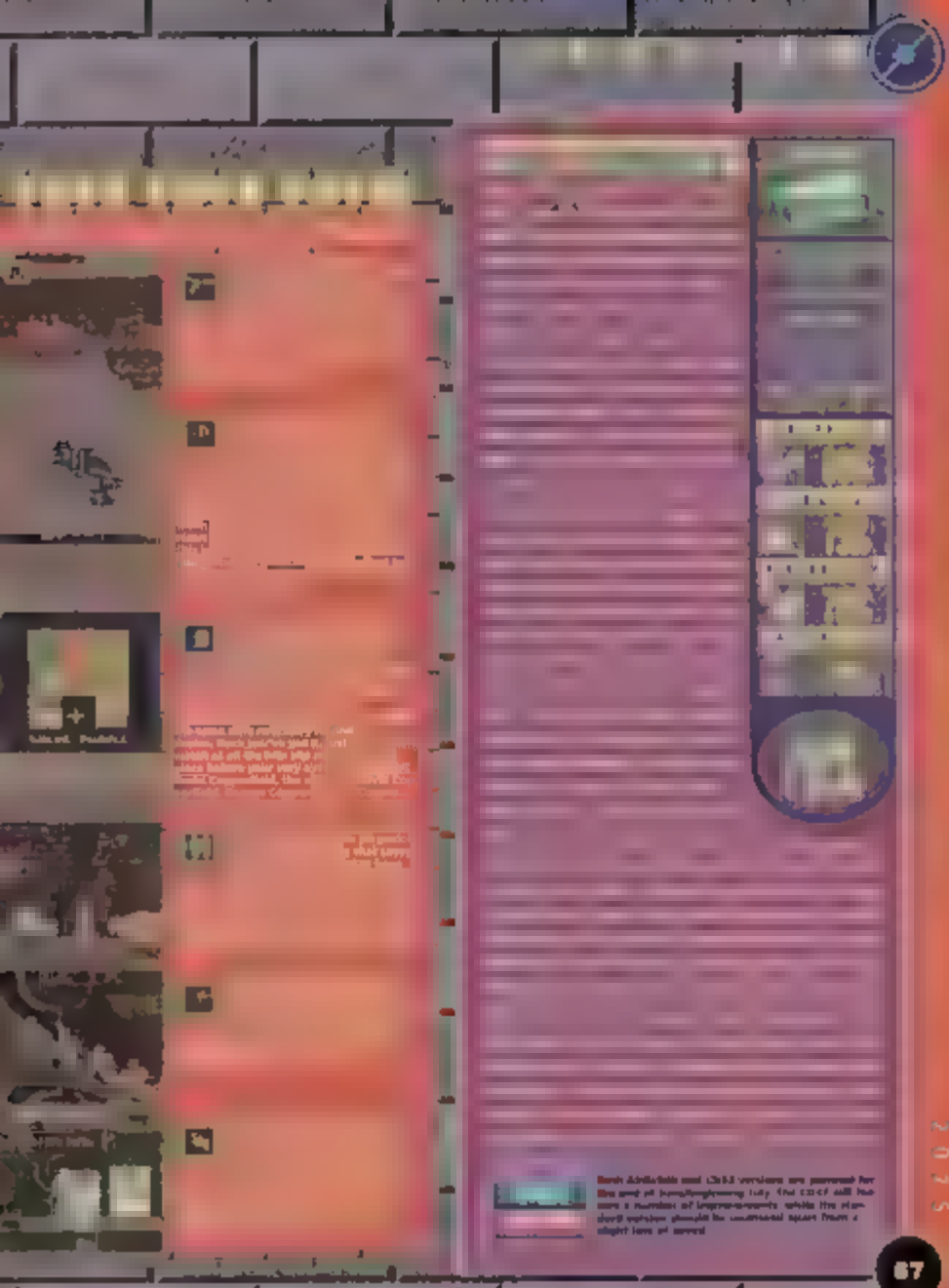
The other two characters are a film ranger named [illegible] Fake Fix, and a [illegible] operation called DEMOS [illegible] to be friendly.

The manual is kind enough to [illegible] stupid embarrassing us with [illegible] puzzles, so all you really need to [illegible] way across a number of increasing levels, avoiding nasty robots and [illegible] lifting parts of a [illegible] computer chip which must be [illegible] together in a [illegible] order. Of course, there's still a [illegible] amount of platform-leaping [illegible] to do. Great stuff.

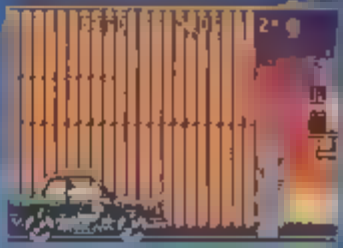
I'm getting a bit bored with the [illegible] to be honest, so I'm [illegible] [illegible] coming to what [illegible]






Both AMBulatio and CMBS versions are powered by the end of lamplighting. The CMBS will have more a number of improvements, while the standard version should be unchanged apart from a slight loss of speed.

THE INCREDIBLE CRASH DUMMIES



In an attempt to break things up a bit, Clash has thoughtfully gone overboard with a between-level challenge. Here you must pilot a test car around the course, doing your best to avoid piles of tyres, bollards, oil slicks, bottles etc. Before you finally move yourself into a car and move on. ("Double your test drive ticket!") The game-in-this-game does a nice job, too, and even that would the effect.

Imagine that Monty Python performed the amazing art of dummies theft in the Holy Grail. But it took Michelle Pfeiffer before quickness acquisition to new heights, with the first force-only main characters in gaming, this is not the generally accepted or shared for humor. But it must be said that it tends to be a bit more useful than you might at first imagine. Let me explain.

Here am feeling quite heavy and wearing all that inside trunk nor a so algorithmically, but what the hell, am a dummy after all.

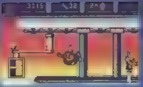
Oops! A brief collision with a small aeroplane and one of my high-quality to have fallen off. Never mind. In true Sly name a Spoggel. I've some about one-pun at Terrell style. I'll just use my dangling leg to help me up the dangerous terrain. Sorted.

Right. The really is getting a bit dirty. Now I've got to drag my tattered body across the floor. Do what dry my hands, eh, to the state they are! Anybody got a washboard?

See what happens when you fling your arm? The only chance I've got here is to sort of hurl my weight in the air and use my remaining arm to get some forward momentum. Oh look, there's that oil responsible for snapping off my leg. Curse here's some left, I know.

Oh great! Now look like a jelly bean. This really is the last result. All can do is chuck myself along and hope that an check that wrapped-up before someone kills me.

This is what you're after — the first level boss goal. This is a bigger version of the spring pads you'll find around the platformed levels, and will launch you through the air and on to the next, ye... ... If you're wondering what I'm doing here, I'm falling along on my trousers which is motivationally very handy for getting past some of the flying baddies.



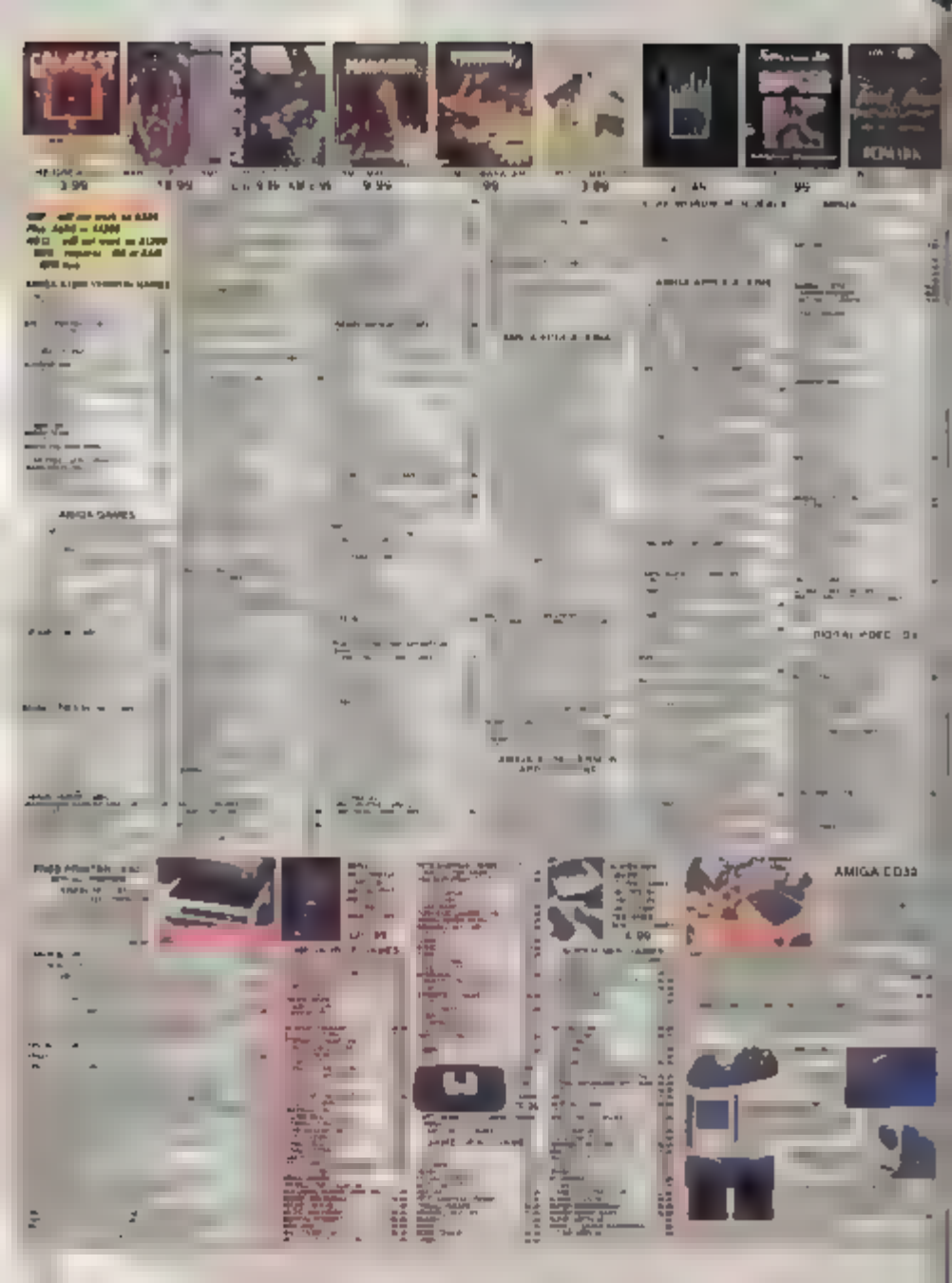
Normally things there [illegible]. [illegible] you can [illegible] you directly and [illegible] around by a limited amount of time. Flying over nasty obstacles and generally zipping around the place. Some levels are [illegible] around this style of play, with you floating from pick-up to pick-up, trying to complete each journey before the clock wears off.

Most platform games [illegible] complete without the [illegible] [illegible] ... the [illegible] level being fired at the [illegible].

This is about as generic a picture I could take of the first level, showing some of the items on offer. The small 'too' circles are well worth collecting just for the bonus points, while the sparklers add to your weapon supply. The other element of the side will injure you should you collide, but never fear, the scoreboard will sort you out and return you to your fully-[illegible] form. This is the [illegible] level of the game, but well worth getting past just to pass onto the platform stuff.

Bloody hell! I quite like this — how embarrassing! The reason I say "how embarrassing" is because when I first loaded this up, I called a [illegible] to my screen for a good length. Long-[illegible]. [illegible], the [illegible] looks I got when I claimed to be enjoying myself. [illegible], [illegible] looks as though it should be a [illegible] release, but once you get past the first [illegible] levels and on to the more platform-oriented stuff, there's actually some decent gameplay in there. [illegible] in the office [illegible] is an interesting experience because he [illegible] with [illegible] thoughts on [illegible] games. I mention this, because even though something [illegible] may look the part, I have to agree with old Harold when he says that "That [illegible] and repetitive [illegible] is about as [illegible] as the [illegible] at [illegible] [illegible]. At least [illegible] 's graphics do [illegible] a [illegible] because there's really no [illegible] why anyone should have to [illegible] to [illegible] characters. [illegible], but again, better to have a [illegible] game that's okay to play than a [illegible] one that's [illegible] to play. [illegible], [illegible], just [illegible] my [illegible] the difficulty [illegible] quite nicely out, giving you enough to worry about without [illegible] feeling as though you won't get further next time, and though some bits are a bit frustrating, you will get past them eventually. It's also good to see that a bit of thought has gone into the design of each level, often calling upon different skills from time to time. At the end of the day I'm not going to award an enormous mark to [illegible] because it's essentially a run of the mill platform game with no particular originality in [illegible] of [illegible] for [illegible] [illegible], of course, but [illegible] that for twenty quid you should [illegible] if you fancy a decent platform game.

There are no plans [illegible] specific version [illegible] the [illegible] CD [illegible] to tell you this is probably [illegible]. Unfortunately [illegible] don't [illegible] long a [illegible].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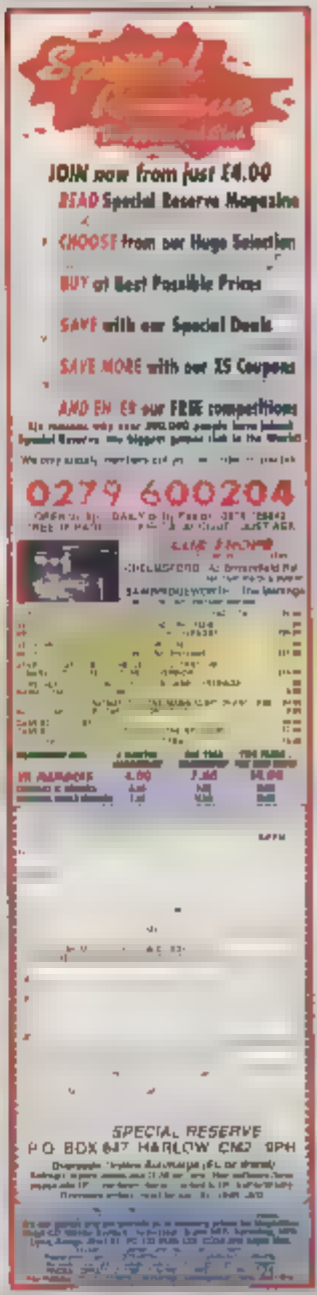
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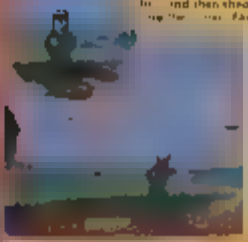

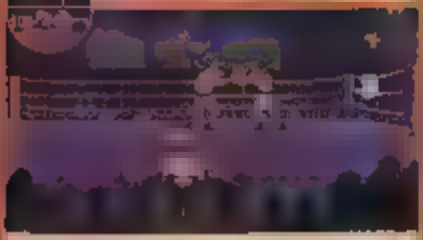

Boxing

Beat the other opponent

Though this part of the game is [illegible] fairly minor sub-boxing it is one of the more interesting events, allowing the player to get just a few more moves out of his opponent than any other event. A simple fake or face slitter, you must either beat your opponent by dazzling his demure away and knocking him out or by leaving three rounds with the most impressive number of hits scored. Hence jabs are fully fatal shenanigans are all available – just keep an eye on your own energy level in the top right.

Hurdles – intermediate jump

Time and they display at jump top

400 metres – dash

Complete full run – under 40 seconds

Dull and very similar to the swimming event, people might sometimes think this game is being nothing more than the 100 metres but with added breathing. The bars at the edge of each lane are auto-run, leaving the player to worry about timing in after the starting pistol has been fired, and then running as fast as possible remembering to breathe whenever the speed meter falls off.

Forget to breathe, the lungs burst and you cried and up with a mouth full of [illegible]

Long jump

Need to jump at least 8.5 metres – three attempts

Again this is a twisted riddle to anyone versed in familiar with the sporting genre of computer games – with the good old angle display at the corner and the speed bar up the side. The game requires a player to pick up as much speed as possible, and then to hold down one of the buttons until the angle display has [illegible] the desired [illegible] angle. When the button is released, the competitor will theoretically jump as measured by the [illegible] ability to practice as you need to start your angle projection [illegible] just before the bar

There is a good chance that this will appear at a budget price for the standard Amiga around July time – doubtful there will be too many differences, but [illegible] when [illegible] is up!

BANSHEE

Cape [illegible] into shoot-em-up [illegible] gor[illegible]ar, is marked with a [illegible] only blaster [illegible] for the [illegible] gamer to tackle. Andy [illegible] wades in with both flippers.

Spin Switchbreaker looked on from his beloved Earth and, [illegible] that the [illegible] world was under threat from Ships, the mind-numbingly awful mid-90s American [illegible] when and that's the wrong Ships. The alien ships made terrible alien [illegible] of squeaking brutality [illegible]. Anyway, the ships held under [illegible] Blardos Mel-[illegible] reckoned that because Earth had [illegible] nothing in the hands of any [illegible] galactic crazy dictators, it's about time it did.

[illegible] the Earth [illegible] Ships. There have been no world wars and the lack of any other serious trouble [illegible] pretty [illegible] [illegible] those wanting to [illegible] stupid [illegible] that the Earth military [illegible] anything more [illegible] than an umbrella with a bomb [illegible] and a [illegible] powered fighter plane. Though a good thing as far as world peace [illegible]

[illegible] concerned the act of aggression the aliens looked like [illegible] only [illegible] by alien [illegible] machines [illegible] a [illegible] of a [illegible].

And so with the appearance hardware available to Blardos it looked like Earth could soon be in his power. Here beautiful blue [illegible] those who [illegible] and those living [illegible] the Ships [illegible] 1994.

[illegible] rather unsurprisingly the [illegible] must take the part of [illegible] pilot of his [illegible] and [illegible] in an craft. [illegible] that the [illegible] called for [illegible] of the hobbled and [illegible] which [illegible] exactly what [illegible] to the [illegible] [illegible] that even the [illegible] Earth had would [illegible] politically in its [illegible] and [illegible] without the dynamic [illegible] Andy from The Ones [illegible] to do it. Alone.

[illegible]

GUNS

A good shoot-'em-up has a variety of pickups to lay onto your original pea-shooter. To fill some space by looking at a few of them, shall we

Still squeezing? Two shots instead of one. What, are you duck or something!

Now guns before you ask. Double shot is two so what's Triple shot? Yes

Shoot in six angles simultaneously as well as straight ahead

Or points sideways. Get what's this point? Yes exactly. Sideways!

More power than ordinary bullets but fire less frequently

Like Missile, but homes in on nearby target. Makes you ship rock hard

Look at a bomb, isn't it? You wouldn't want one of these down your pants

Good-looking variant of bomb, oh alright. Mega bomb than kill everything

Whenever bullet hits target and stuck in a tight spot. Get rid of these

Gives you extra ship, nobbles you to get out of trouble by keeping the lives

The same thing exactly. Adds another ship in your own ship line up

Gives you a nibbler amount of shield and a bit of fun of invulnerability

Gives nothing except add to your score. Only useful playtesting pinball

Gives your weapon that added strength so they kill better and faster

Adds power to the crate breaker. Cuter than to a wiper sifting machine

The CD32 version of *Banshee* will probably have two small sublevels in addition to the listed. Apparently there are maybe gameplayed with a bit of 8- than not sound. If the new AGA chipset is used, then maybe we'll get an 88,000 version, but hey!

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UPDATES

Ahh! Feel that gorgeous sea spray on your face. Smell the seaweed rotting under your flip-flops. It really makes you glad to be alive — a bit like all the updated games currently appearing on the A1200 and CD32. Grab a bucket and spade as Matt and Andy frolic in the frothy berm.

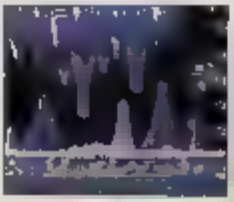
Fire & Ice

CD32; Renegade £24.99

Oh, dunno. Mean what can you say about platform games these days? Either you see the new that platformer well-made can hold its head high with the best of them, or you can state them all for being too samey. Personally, I take each platformer on its own merits, be it the Rainbow Islands, Sonic and Arabian Nights and the Mario series on the Nintendo as examples of good games all round.

Fire & Ice CD32 is undoubtedly a good platformer. Forget the splendid graphics, the assortment of cute enemies, the multi-level parallax and the excellent CD soundtracks. Because even when pinpoint down to the bare knuckle, it's still a great game. After a few plays, with certain Graffiti on trying the jump button as up on the joypad, the dreaded 'hit-to-jump' sequence upon which, tend to miss (yes! from time to time! but blame fully, sound that they've included an option to change jump to one of the separate buttons).

The different worlds of Fire & Ice correspond to different climates, hence 'Fire' and 'Ice' – Beginning in an Arctic world, where every thing is snappy-sorty and penguins are numerous, the second seem dull and oddly arid, jumping between platforms is quite a delicate feat of your part-perfection. This isn't a great world to begin on, really, because it's one of the more difficult but premium-able if you can get through this, you can enough the high high. Coyote 'phil' goes enough the game smooth with minimal grumbling, but the bellies [illegible] are great. Dancing the platforms is quite a delicate feat of your part-perfection. This isn't a great world to begin on, really, because it's one of the more difficult but premium-able if you can get through this, you can enough the high high. Coyote 'phil' goes enough the game smooth with minimal grumbling, but the bellies [illegible] are great. Dancing the



enemies is [illegible] on the landscape [illegible] them and press their keys which of course will need to get through to the next level. Not all of the enemies carry keys, though, so you really need to search through and kill everything that moves to be sure of getting all the keys you need.

In this platformer prides the real world is rainy and cold [illegible] seems to be precise [illegible] we're real created to an unbearable [illegible] and a sunny clime interestingly.

The game long enough in its challenge, the animals are responsive enough to suit the CD32 speed, while the enemies and graphics are varied enough to keep you interested longer than or not, so there you have it – a decent game, really. (MN)

Overall: 86%

Tornado A1200

Digital Integration £29.99

The children are, if you've got an A 200, that you play games on it hardly surprising, because you're reading Britain's biggest and best Amiga Games Magazine but let's take a closer look at the games you play. Possibly platform games after all, there are enough of them around: shoot-em-ups, driving games, [illegible] everything, really. [illegible] terrific flight sims, perhaps.

You see the Amiga 'down' side flight sims everybody knows than it's capable of blinding arcade games. Our flight sims are the gremlin in the machine. The original A500 version of Tornado received a mere 4 percent from a certain Al Broughton not because of its lack of technical detail (there's loads of that) and certainly not because of its lack of accuracy (though without actually going up in a Tornado it's hard to know). No, it's said was cursed and rubbish because it was dull and indeed is crushingly, soul-sapping slow. The details down when the intensity of the hilly blue have been disabled are just too high for the poor little Amiga to cope with. Playing on this that game on an A 500 or A1200 is quite a nice experience. Although you need probably, 30 fingers to operate all the keys and the mouse simultaneously once you get in grips with it, the game becomes a pleasure to play (as long as you keep that pilot firmly strapped to your head).

Contrarily we now have the actual A1200/A4000 version of a children's which is commendable but sadly the children's only serve to show it down still more than before. So, with all the glittering additions – 256 colour graphics (although it looks more like 16 but on sound etc. It still runs like a dog with chest lags and to get any enjoyment out of playing it you will to need to switch all those bits off. Not so good, then.

The fact that it's hard drive only is (ironically) A Good Thing because playing this game happily would be a maddening experience. Even hard drive the unbearable parts of the game time by smoothly and dreamily, but it's just a shame that the speed of the actual game lets it down. A real missed opportunity, then. (AP)

Overall: [illegible]

Chuck Rock 2
Son Of Rock
CD32
Core £29.99

Chuck Rock is a troubled bloke. As a successful business man, he now owns a number of rivals, each offering in now a company so profitable as Chuck's can rightly unknowable in one of these days. Rock hagger ignorant has declined to take matters into his own hands and has lost nothing his hold. Fatally obviously Chuck's family are horrified in particular Chuck's young son. And so gathering his trusty club and breaking out of his cell the young Rock sets out to rescue his lovely Ros.

Chuck Rock 2 Son of Chuck is an inventive platform arcade game. Doing some of the most innovative things progress Son of Chuck manages to combine pretty graphics and some excellent samples in one very, very, silly game.

You basically have to make your way through a number of themed zones, water falls, jungles, caves etc. dodging guardians and relevant prehistoric monsters along the way. You're armed only with a club which can be used to smack anything that gets in the way, but which also doubles as a handy step-up to start set just out of your limited reach.

As ever, it offers on this certainly not the most continuous action sequence, as seen pal with an easy laid American-style voice-over taking the viewer through the history of Chuck Rock and his recent lockup.

The CD sound quality continues throughout the game with some jazzy little tunes that double up as a very effective way of annoying Andy, incidentally, and a host of sampled squeals and squeals.

The graphics are colourful and bright, with a fair old number of pretty nice levels happily doing their thing, and there are loads of weird and wonderful baddies to get your club into including lizards dressed up as dinosaurs. No, really. [MB]

You Of Chuck really is quite good and through the gameplay seems a bit easy at some points, one is you get to some of the baddies that take up anywhere between two and four screens in size, you'll get into it. Believe me.

OVERALL: 88%

BRIAN THE LION A1200
Psygnosis £25.99

Well the lucky lad who reviewed Brian The Lion and through it earned a fairly impressive 87 percent, the game never really broke any new ground. Despite a combination of standard platform concepts and a few Sonic Mode Seven effects, Brian the Lion was fairly harmless. Well ... moved on, and Brian has slipped in by and improve as again only this time with an AGA version.

[87] does have a pick, but one that is only just worth mentioning the first time round, so let's just skip that and talk about the way the game plays. You are Brian, a lion in Dermot the jungle. And your job is to work your way across a number of levels, dodge and the's not above taking a nipple swipe at anyone who gets too close for his wicked-looking claws. Brian can climb into smiley shrubs where a special shop offers such scarce items as super spring heels, extra hit points and lives, as well as a large roar. Once purchased, Brian can be wound up by holding fire in an A-type way and released upon any unsuspecting baddie in the area. If they're little they'll die, and if they're big they'll pop their pants and go into shock just long enough for you to munch in for a smack with the old jaw.

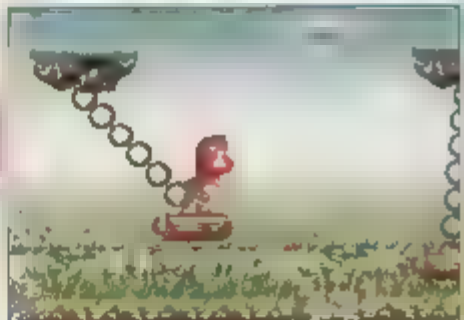
Back in fair, one of my main complaints of Brian The Lion was the lack of character displayed by Brian himself and the dearth of originality in the game as a whole. Sadly, Psygnosis hasn't changed Brian or the game itself but ... for what it's worth

complete with bottom drawer and guardian, each level is filled with standard platform scenery like rope bridges, nasty spikes, lethal shrubs etc and Brian will have to use all his skills to get across in one piece.

Brian isn't as soft as he looks (which is pretty damn soft). All he'll your life jumps on people's heads where he flies out these original sleepy are more colours more sound and more qualities (which do make it easier for you to judge jumps over empty space).

It's all very pretty and if you like simple platform games you'll probably be satisfied with it, but don't expect to be amazed and stunned by it as the [illegible] [MB]

OVERALL: 79%



UPDATES...UPDATES

BRUTAL FOOTBALL (A1200

[illegible]

Brutal Football put pieces back in its place when a few originals dropped strong in the high eighties and low nineties. Well it's back again and this time it's just a new publisher namely the A1200.

Thought it hard to think about chasing here on the beach with gulls mewing plaintively overhead. Must say it's always a pleasure to chop people's heads off during a quiet game of footy.

There now follows a short summary for those unfamiliar with the original game. You take control of a team of eleven which may hastily [illegible] in your [illegible] heavies at humble towns and cities.

There are one to two penalty [illegible] against the [illegible] to attempt to kick-off the players fit and making quick use of either room facilities in rapid reserved heads and such but for ninety per cent of the time it's just good old fashioned fighting.

The games themselves get really interesting when extra icons appear on the pitch and these let you get your hands on lovely lightening boots, ice bits and tiny personal revolvers! A magic wand thing that makes the ball sprout legs and bomb off towards the opponent's goal. Nice.

The A 200 version has beefed up graphics throughout and both between and pitch great. Its all clearer, sharper and more [illegible]. The Sound FX are tearing [illegible] and though don't [illegible] what [illegible] actually sounds like but that squishy bonk they have is brutal.

Brutal Football is excellent but, though the changes here are mostly cosmetic, they make a good game even better IMO.

OVERALL. 90%

CD

You know the drill – old games now available on your CD32. And the first contender is

FIRE

RRP £25.99

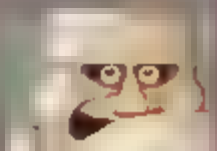
I think Gary Alvarez was [illegible] when he said that Fire Force was: "One of the most [illegible] and sophisticated shoot-'em-ups I've played." [illegible] the game [illegible] and [illegible] the moment and the [illegible] were a [illegible] on the generous side.

Fire Force is a quick fun and no holds-barring, but it's a bit sliddy in presentation and certainly not the most [illegible] game for fans of [illegible] really a choice [illegible] up in all.

You basically play a lone Rambo type sent on a [illegible] missions against [illegible] and have a selection of toys at your disposal. It's all fairly simple and there is fun to be had, but I think – keep the scores a bit more realistic this time around. Okay.

CHUCK ROCK

Core £14.99

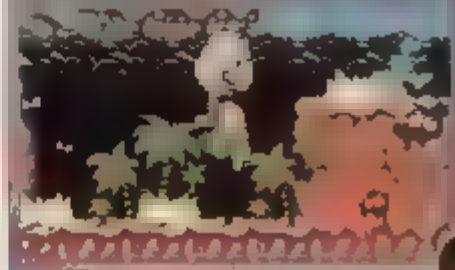


Chuck Rock has a problem. The local mammoth – Gary Glitter (guest again) – has taken a bit of a heavy to Chuck's wife Ophelia and has napped her, so with only a flimsy patch of [illegible] to protect his [illegible] Chuck sets off to rescue his Missus.

This is a platform game with a difference – [illegible] indeed. Though not as [illegible] as Chuck Rock 2 and [illegible] it includes [illegible] Rather than just bonking your way through each [illegible] level to make good use of [illegible] and [illegible] Wake up a dozing Pterodactyl and it grabs you and [illegible] you in an [illegible] impossible [illegible] butcher. That isn't all thing Chuck also has a [illegible] special way of dealing with the [illegible] and [illegible] that attack him namely bumping them with his rather impressive belly.

[illegible] Chuck Rock has again a bit [illegible] but having just played the sequel it's easy to see where the [illegible] hand in recommend any aspect. The music is [illegible] even [illegible] and the graphics are a little bit well cardboardy.

If you fancy a silly platform game for your CD32 [illegible] save the extra [illegible] and buy the sequel. To take my advice – you'll thank me for it one day.



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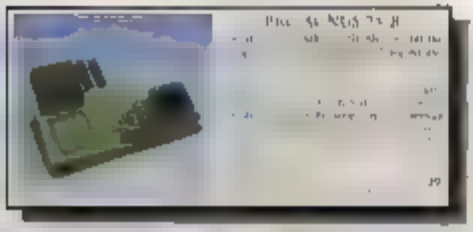

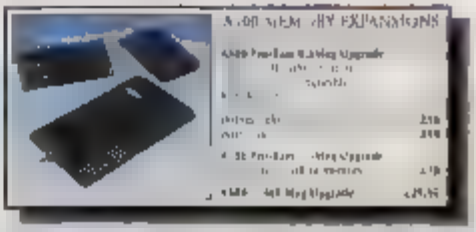

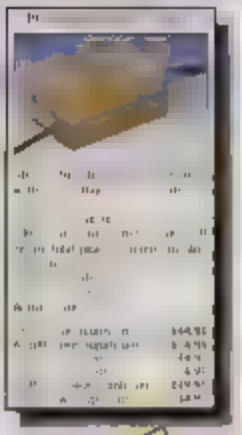

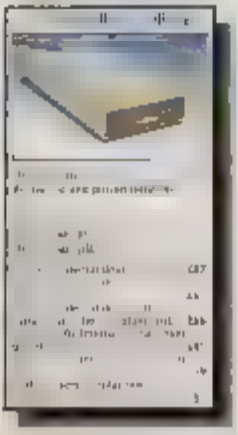

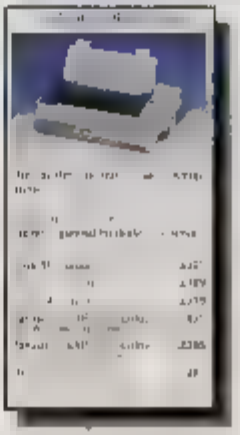

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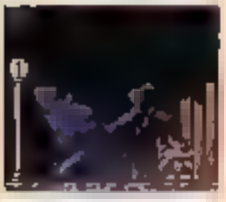
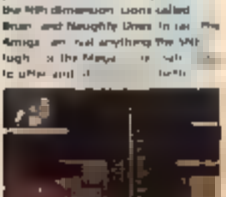
REPLAYS!

Ha ha ha! Look everyone, Matt's kicked Andy's crappy sandcastle over. Ho ho ho! Oh look, he's got an enormous crab hanging off his big toe — how amusing. Well folks, there's just time before our next Mr Whippy to review the latest budget software. Oh I don't know, those boys — always jeeking. Tech.

THUNDER FOX



[illegible] platform game. No [illegible] and alien [illegible] outside owner are snowed under with alien [illegible] hedgehogs and fruit flying plumbers, we've had Ninja from the fifth dimension Lions called Brian and Naughty Dwarf in [illegible]. The Amiga [illegible] anything the [illegible] though [illegible] the Ninja [illegible] to [illegible] and [illegible]



[illegible] like [illegible] the [illegible] that people like [illegible] have been released. And the fact [illegible] this humourless platform romp the first time round the story goes some being like this.

You must guide Thor to Mer-dach and back by running, jumping, rolling a skateboard and even flying on a magic carpet. Why should you do this? Is it for money, for fame and fortune maybe. Nope, you're simply rescuing your furry mutant for long [illegible]. It seems that Foxy, your child friend sweetheart has been abducted by evil [illegible] and the final battle for Mer-dach [illegible] dodging a variety of enemies (a kind of big Bodybreaker type sat with the death by battle and rays the temperature-led shake) these enemies get weaker and weaker don't they.

Okay so it [illegible] special mechanics here and at first glance a game little more than just another running, jumping and landing on brightly-coloured backdrop. Yes game, but it's more than that [illegible] humour and high [illegible] factor it may well be fun. But me for is still a lot of fun. I recommend it to anyone who desperately wants to indeed leap but doesn't want to spend £40 for the privilege. Very rare indeed. Ah.

RORKE'S DRIFT

Impressions

£7.99

[illegible] the [illegible] strategy and wargaming and more often than not readers will scream "Aliens!" and run for the hills. Yes really the game doesn't exactly [illegible] entertainment and although there are a multitude of wargaming fanatics who like nothing better than to move [illegible] around has-been game maps, for most of us, we'd be happier sat for ten hours [illegible] jam covered on a stainless steel sink.

Can you make it more exciting though? Well yes you can and Rorke's Drift from Impressions tries to do just that. It's January 22nd 1879 and 4,000 Zulus are massing for an attack on Rorke's Drift, a supply depot manned by 139 British soldiers. Right a minute. 139 against 4,000? Pass me that map [illegible]

[illegible] wargame. Sounds like a [illegible] worthy to happen.

Not quite. Rorke's Drift is not a fictitious battle. It really happened (though probably not like what Michael Caine does in Zulu) and the thin red line managed to hold out for 12 hours against these overwhelming odds.

Using an isometric 3D viewpoint you take control of the British troops, deciding when to advance, remain navy, aim. Right and this Each man has his own individual statistics and only a brilliant strategy can keep the Zulu warriors from the perimeter fence.

Did you know that renowned dermatologist and [illegible] Chief Mangosuthu Buthelezi was an extra in Zulu? Well a lot of people know that.

With no 3D graphics and only [illegible] control system, Rorke's Drift is a good example of how wargames can cross over into the mainstream. It's not perfect by any means the graphics look dated and blocky and the gameplay is often very slow. It's also a shame that you can only fight the one battle but the Rorke's Drift episode is pretty damned interesting. All in all it's a huge strategic challenge and if you're looking for a good but accessible wargame introduction to wargaming, you can't go far wrong with Rorke's Drift. [illegible]

OVERALL 78%

CRAZY CARS 3

[illegible] the thrill of fast cars, the adrenaline rush when you slam a high performance [illegible] around a right bend, the [illegible] of the [illegible]

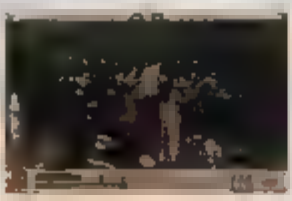
[illegible] Crazy Cars 3 [illegible] Unfortunately, unless you must be about to drive, seriously, you've either got to have a spare 20,000 lying around or [illegible] can buy the thrilling speed [illegible] of your dreams, or your dad got it from half of sent and happen [illegible] have a spare Porsche in the garage. Oh and then you've got to [illegible] ensure it gets some of that nice [illegible] air freshener, some fluffy [illegible] and a good [illegible] to wash up in a vat of cash.

And for all you poor homeless gamesplayers, the return of crazy cars means you can now get gas guzzling sentiment for a 2 stroke price. Good days.

[illegible] have not, and further [illegible] a simple [illegible] formula [illegible]

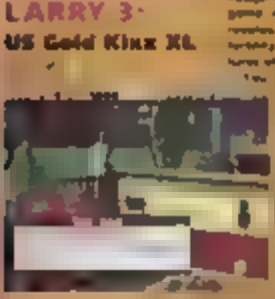
SUPER CAULDRON

OVERALL 60%



LEISURE SUIT LARRY 3

US Gold Kixx XL



OVERALL 56%

OVERALL 79%

KING'S QUEST 3

OVERALL 79%

Screen 8 of 798

Sound o

WorldCup USA94

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ALL COURTESY OF US GOLD!

It's beginning to bother me now. Not because the blooming World Cup is being played (as we speak, presumably), every software house in the developed world has decided to release a football game. We all like football, don't get me wrong, but the amount of footy games released this year could be legitimately described as overkill.

Once again US Gold has managed to secure the official rights to a major sporting event and its World Cup USA '94 matchday extravaganza should be hitting the shelves round about now. The Birmingham-based company is making some claims about their latest soccer sim with statements like "Don't waste for pale imitations" and "It's the greatest test of football skill, strategy and tactics ever devised".

At the moment we're not in a position to argue because the game didn't quite make it in for review as the issue went to press. What we can do for you, though, is offer one chance to win some completely fab World Cup merchandise – and it's all thanks to those guys at US Gold.

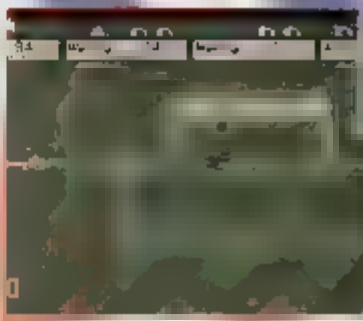
The winner of this completely brilliant competition will be able to proclaim that he or she went to the World Cup and spent hundreds of cash on fashionable gear. Even if you don't win, there's a possibility you'll have an equally fantastic clobber in the form of tracksuits and T-shirts, so there's no reason not to enter.

HOW TO ENTER

Easy – just correctly answer the three multiple-choice questions below, stick the answers on the back of a postcard or sealed-down envelope and send it to FOOTBALL FEVER COMPO, The Dog, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by 28th July. Wait. The first one out entry drawn out of the hat after that date will receive a fabby World Cup USA '94 baseball jacket and shirt, the next will receive an official US Gold/World Cup USA '94 tracksuit and T-shirt, and the next two will get a World Cup USA '94 T-shirt and sports bag each.

THE QUESTIONS

[illegible]



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This month's bipedal extravaganza begins with that unfinished experiment of an insanely rapacious persuasion — say simplicities — Kings Quest VI continues with that atrocious melange of space prospecting and galactic gang-ho. KQ6 rolls thunderously through the second mighty apocalyptic encounter that is Armour-Ghoulish II! and climaxes with that stench of sin and redemption!

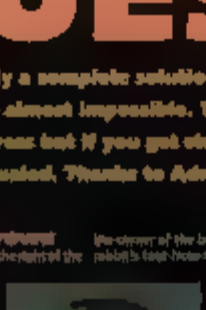
Lore of The Temptress

KINGS QUEST VI

This isn't really a complete solution as such because the way the game is structured makes a linear guide almost impossible. You'll need to keep jumping from location to location in order to progress but if you get stuck then look up the particular section your in and all should be revealed. Thanks to Adrian Downing of —you! — Sacramento for this guide.

Isle of the ordeal

If you move the plank at the right of the wreck you will find a key. Use the hand now on the box to open it. Take the Dwarfy coin from the box and pick up your Royal Insignia ring from the left side of the beach. Go to the village and enter the book shop. Talk to the owner a few times. Look around the shop until you find the Lucy Peacock shelf. Use the hand key on the shelf to take a book of poems. A page will fall out and land on the floor. Pick up the page and take the Dwarfy Book from the stand by the door. Use the hand key on the shelf book on the counter to find out what the book shop owner wants for it. Use your ring on the clerk to get him to talk to you. Return to the book shop lady frequently to talk to the clerk.



Go and see the Dwarfy guy who has got the wheel on your boat. He won't talk to you until you've talked to the owner of the book shop. Take the rabbit's foot from the table and hand it to the Dwarfy guy.

Here you are trader in your possession for things you'll need of any store during the game. You can trade at your royal ring for the Magic Map, the spell book the Isle of Wonder for your ring, the Dwarfy coin for the wind-up nightingale. You can only have one of these items at a time but you can move them around as you like. When you get the "Drink Me" potion from Alexander in the shop at the end of the game, drink it in the Isle of the Black-robed man.

Beside the girl in the cake gazebo, you'll talk to you until you bring her a white rose. You can get this from the isle of the dead. Give Dwarfy the bread. Later in the game a bird will appear in the sky. Sing-Sing the nightingale. Behind an Fodder Gardens fall to hide the chalice to the girl. Give chalice the priest. Use the wind-up nightingale to make Wonder wait Sing-Sing so she will act as a messenger to Cassima. Give her your ring after you've used it on the guard dogs. The poem shop owner and the clerk. Take the stolen the things to you. Give Sing-Sing the love poem from the book shop. Take and add the note she brings as a reference. Finally give Sing-Sing a white rose from the isle of the dead.

You can't do business with the lamp seller until you have the old Hermit's Lamp from the isle of the dead so use it trade. To find out which genie lamp you should take, use the "Drink Me" potion on Alexander in the potion shop at front of the old man.

Talk to the guard dogs outside the castle and use your ring on them. They will attack you in the castle. If you try to enter again and they recognize you, they won't allow you to pass. The guards will not let you in if you accompanying a magic lamp.

To get back into the castle, use Dwarfy's clothes (or you headdress) as a disguise. The guards will let you in if they don't recognize you. Sing-Sing's distinctive voice betrays you. Use the Magic Hand spell. Show you have successfully cast the spell use the Magic cylinder on the magic door to arrive.

You must take the Magic Map to get off the island. Talk to the book shop owner, then to the ferryman to find out where it is. Go to the palace shop and talk to the owner. Take all your stuff to the map. Go to the beach and use the Magic Map on Alex. When the map comes up simply select your destination.

Isle of Wonder

Start from the Rolling Rock by rolling the spider forward. When he leaves, take the point from his spare wealth. Use the partial sentence from the book.

The five gnomes can be found using the following items in order: Flatter at 5 bench (from the isle of the Dead), wind-up nightingale (from the gnome shop), Mind (also from the shop), Hermit's foot (from the forgetting), and finally let the rabbit (found on the gnome shop) up to the right wind back at the spider. Pull the Dwarfy from the wheel and grab the paper. You

Select a new book from the bookcase which for you only plays you transformed as a Dangling Pertinacia, found on the Isle of the Dead. This will only the appear after you've spoken to the Bookwoman and asked about the Magic Book in the bookshop.

Fetch here, go back to the Dead and then go up through the wrong gate'll find a garden. Get the Dangling and it on the wrong. Get the cactus tentacle from the garden on the Dead as the big to provide the Black-Berries-spell into Thorgrim' whole Dangling Open it you so you can dead of in the temple.

Make the Dangling with a self-help the from the wrong (check out the plant Rig). Catch the tears in the mirror. You start have the spell book before you can get the mirror.

Use the hole to get the Hole-in-the-Wall. Get the red stand from Chess-board Land on the Isle of Wonder, the Hole-in-the-Wall from the garden on the Isle of Wonder, the brick from the Aztec scene on the Isle of the Dead, and the tinder-box from the green step on the Isle of the Crows.

In the Isle Near-staying with the Isle Ne-Ner's right, click the Walk icon on the three new tiles. They should take you in a magical fog. Now click on the mystic tile to the north of the new tiles. Click on the mirror tile, the door tile and then the skull and crossbones tile. Finally click on the blank tile in front of the door and use the Walk icon to go through the door.

You have to throw the bone into the mirror of the mirror to stop the mirror. To reach the Minotaur's lair, find the room with the tapestry hanging on the wall. Use the Hand icon on the tapestry to get it. When you enter the cut-to-size room, you will hear the Minotaur on the other side of the bed wall. Use the Hole-in-the-Wall on the wall and look through it. Note the entrance to the lair behind by the blazing pit and quickly use the red scarf on the Minotaur to defeat him. You will need a skull, the tooth from a dead man's eye, a shield and Lady Celeste's dagger from the catacombs.

Isle of the Mists

The Isle of the Mists will not appear on the map until you have made it through the Catacombs. Go to the village where you will meet the Scythe from the tree and the lump of coal from the sunny-fair. On your second visit to the island, go to the grave scene and use the skull that you took from the Catacombs on the bits of the fire to collect some brightly glowing embers.

On your first visit to the Isle of the Mists, walk west from the beach to the village. Take the lunch you find and go back the same way. Do not walk north-east from the beach or you lose the village. To avoid being killed in Dwelle on your second visit, you must deep the hunter's lamp with you. And it also be enchanted with the 'Wide-Sun'-spell. If you have Bjorn's ring with you, they will be burned up.

Realm of the Dead

Whenever you die you will enter the Realm of the Dead but all you can do is retrace your steps. The only way to enter the Realm and survive is to use the Black-Berries, Night Mare, Fire-Ember and Night Mare at the top of the Lost Cliffs after you've been to the Isle of the Mists. Once you see the horse, quickly cast the Creature of the Night-spell on her. She will now take you to the Realm of the Dead.

Tells by King Graham, Dawn Marie and the Mother Wind. The King and Queen are on the first

[illegible] and the Mother Ghost is [illegible] the second. The zombies aren't very [illegible] and can be avoided easily but don't let them get too close or they'll eat you. Click on the bone xylophone to the right of the door. When the skeleton dances, it's out. Pick up the Key Master's Key. Give the ticket that Queen Aleta gave you to the Door Master who will let you pass. Take the dead knight's gauntlet.

You have to pay Charon two coins from a dead man's eyes before he will take you across the river. The answer to the Living Gate's riddle is L-O-V-E. The lord of the Dead won't talk to you until you challenge him. You need to use the dead knight's gauntlet on him to issue your challenge. Use the Magic Mirror from the top of the tower on him.

You need to collect the following things from the Realm of the Dead: the Ghost Ticket from Queen Aleta, the Ghost Handkerchief from the Mother Ghost, the Key Master's Ultimate Key, the dead knight's gauntlet and some Bone Ash (after refueled in the bonfire).

Spell and Book

Upon the book by clicking the Hand icon on it in your inventory. Use the arrow cursor on the left half or the right side of the page to turn them. Read the spells carefully and look for all the ingredients. To cast a spell you must have all the ingredients prepared in advance and have the cauldron or bowl you intend to produce in front of you. Once you are prepared, open the Spell Book, find the required spell and click the Cast icon over the cauldron.

Make Rain

The potions for the following spell is the Hunter's lamp. The "Call Water out from the Sun" is the lamp's [illegible]. The Hunter's Vial with "Sound Water" is from the isle of the Sacred Mountain and is given to you as a reward for defeating the Monster. The "Falling Water" is from the fountain on the isle of the Sacred.

You will need to prepare this spell before visiting the isle of the Mists for the second time. Combine the legends into first from the list in the spell book. You need to enchant the Hunter's lamp, starting by asking the baby's tears. Use the Dwarf's Vial on the lamp to add sacred water, the fire lamp on the Sacred Mountain to fill it with falling water. Make sure you add the legendary ash in the right order.

Charming

The key is from Cassim's fair Helen. If you can't get the Helen, there's a second of hair in Rosary's chamber. Cast the spell on the isle of the Sacred Mountain, or the top of the tower. You need to enchant the Black horse, right blue. Combine the ingredients first, then the hair on the dark yellow-long glowing critters. Add the Spotted Egg in the dish.

Sleepy Potion

The ingredients will appear in the cauldron on the isle of Mists after you [illegible] spell book. Cast the magic potion spell on the stable wall of the Castle of the Crown. On the isle of the Crown. Combine the ingredients first. Fill the bowl with Sleeping Dust. Add River Water and use the Black feather to stir the mixture. Use the paintbrush on the side of the castle wall and you're ready to chant the spell.

The Castle

Stay away from the guard dogs, if they catch you they will throw you into the dungeons. You can sometimes dodge the dogs by using the wooden cognitigate to distract them. Hide behind the pillars by clicking the Hand icon on them.

If you have wandered into the dungeon and have met the Iron Bey Ghost, give him the Ghost Handkerchief from the Mother Ghost in the realm of the Dead. Make sure you listen carefully to what he has to say. If you've been thrown into the dungeon by the guard dogs and made friends with Jolly, he will help you escape the first time. If you have been captured a second time and have the skeleton key use it to make your escape.

Jolly won't talk to you if you didn't make friends with him on the isle of the Crown. If you've already been buddies, talk to him. He'll give you some good advice. Give him the clapper of the doctor's bell you bought from the lamp seller. Find the door in the upstairs hallway. It's the first one on the west wall. There's now a secret passage in the room as well.

Find the wall of mirrors in the black basement hallway. Use the Hand cursor on the one's right arm. Once in the passageway, examine any chests in the wall you find. You will navigate the chests in the wall by the light streaming through them. Listen to everything you hear — part of a puzzle is revealed this way. Find the Vizier's quarters and go to the Dungeon and talk to her. The chest in the wall of Cassim's room is located on the top of the stairs. The chest in the Vizier's quarters is located down the hall. You can only use the secret passage if you've given the Ghost handkerchief to the little boy Ghost in the dungeon.

Open the dusty box on the dresser in the Vizier's bedroom and read the note. Open the trunk using either the skeleton key or a nail. To get a nail, find the picture on the wall behind the pillar. Remove the picture and take the nail out of the wall. Make sure you put the nail and the picture back when you're finished with them. Open the trunk and take the incriminating letter.

Cassim's door is in the north hallway upstairs. Click the left icon on the door to talk to her. If you found her by going down the secret passage, click on the chain in the wall. Give her the dagger Lady Cassim gave you. Click the dagger on the door or the chain. You'll have to do it fast or the guards will catch you.

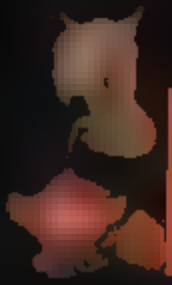
The storeroom is magically protected. It will open when you talk to it. When the locked opens up, enter the strange world you overheard in the secret passage. Then enter the world you found in the Vizier's study first. Together the magic words are A-L-A-B-A-M. Once you enter, examine the table and look at each of the items on it. You must give Captain Saleh the incriminating letter you found in the study quickly or he'll also get rightness any warning at all (although the last time you spoke to him, he was secure, apparently).

The Wedding

Once inside the wedding room, step the vase and speak to the Vizier as Cassim. If you have note in the Realm of the Dead and removed the ring and dagger, they will enter and help you. Use the Magic Mirror on Cassim and it will reveal that Cassim is really the Genie in disguise. The Genie will appear. You can avoid the genie by quickly following the Vizier through the door to the top of the tower.

If you've given him a large enough in the game, when the Genie appears on the top of the tower you can use the lamp to trap the Genie. If not, you must use the Peppermint Leaves from the vase at the top of the magic mirror to confuse him. You will not be able to defeat the Genie in the wedding room, you can only escape it at the top of the tower.

Take the lamp outside from the wall and attack the Vizier. Cassim must have a dagger so if you've forgotten the dagger always back, place the Vizier left with your empty sword. Unless



K240

Everybody at The Gee loved K240 to bits, having Shows of course, but they he wasn't very good at it. If you're a fan, then here's Steve Hallwell all thanks to pilot production relaying efforts...

Many SEED for the Sixteenth except are pure a Test pack here. If you don't get the job right, about, accordingly, you could point to be a bigger Shock to your colony than your alien appearance. Below are a few suggestions to guide you painlessly through the first few levels. After that, you're on your own...

1 It's important to make sure that your colony is completely stable, prior to building the Infirmary.

Building	Quantity
Agriculture	4
Hydroponics Farm	4
Mineral Extraction Plant	4
Life Research	4
Solar Generator	4
Wind Tower Mine	4
Mine	4
Heating Tower	4
Energy Collector	4

Put your workers, and energy for the colonists, into the colonists.

Construction Yard	1
Government Centre	1
Mining Site	2
Landing Pad	1
Sensor Array	1
Transmitter Factory	1
Science Site	1

Yes, every little thing, and with plenty left over. Just wait for long and fortunate enough, while waiting, you will eventually end in progress.

2 Contact Sci-Tek, the commercial version of The Stimulating Channel. Instead, these really are aliens, the same 2nd generation Mines, and some 2nd generation Gene Bank Mines. You could even add a mineral Harvester if you're feeling particularly modest. These should have just enough power the most transparent.

3 Adjust power to minimum and wait a little — this might seem tedious, but build profits and there for free. Have enough spare time things to build, before, available, after, the Gulliver Tower, Harvester and Hydroponics by its first upgrade.

4 Click on the Construction Yard, and build three Sensors. Don't bother moving them, then — if they're standard, they are best, instead, click on your mineral site and build 10 things, which are good for pre-emption stocks.

5 When your Sensors are ready, send them off to explore nothing worthy of notice. If they find something, on the ship, they'll upgrade to 10 gas relief. It is.

6 Once you have discovered an interesting, and a secret and ground, to be a geothermal energy. Give activities 3, 4 & 5 to geothermal, with in immediate. Return ship (12 turns) and then expand your character.

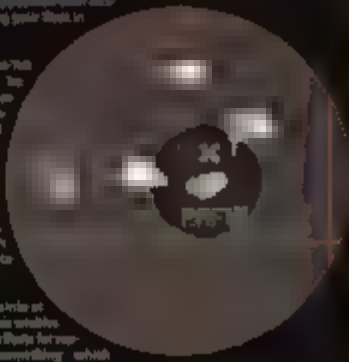
7 Now time to have the Engineer will build you some ships and prototypes to help you along with the game. By now you should have been used to basic ship structure, so guess then together to a that and your then to guard your main complex.

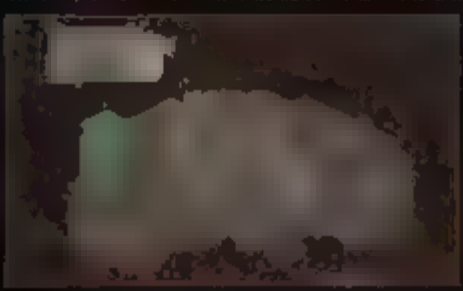
This should provide you with a stable base upon which to build, and will ensure that you don't give yourself all the same. Enough had essential development. Now you should, such other is really up to you — there is no right way to do anything. Generally, following on the suggestions will ensure your base is in a safe situation.

8 Building up Sci-Tek exploration, Sci-Tek for exploration, because they have to be large and important. Now, as Sci-Tek. The following have an excellent policy, "Strength". Rather Minister, Research Engineer, Construction Crews and Waste Collectors necessary.

9 Whilst your ships are at least half there. Two whether you to use different fleets for two reasons — something which involves particularly useful when the planet gets bigger. And bought it since pick. Also note, with an important resource for planetary situation, the other ones that having transparent for interesting energy fleets.

10 Build minerals on all your colonists to maintain their effectiveness. Remember it's best for each of your colonists to be managed to their other tasks, if you know what, make further use of the Construction Yard.





ARMOUR-GEDDON II

Andy likes this. Everybody else thinks it's none too special, but he likes it. Everybody agrees, though, that it's very, very difficult, so here are some special tips and cheats directly from the programmer's mouth...

1a. Armour-Geddon II: then. Let's stop—I've a game you've bought it, you've tried to play it, but it's just too doubtful hard. Maybe, just maybe, you've found that controlling all of the vehicles at the same time is a bit frustrating. Perhaps, even, stalling the old tanks keep their development despite it proving a little tricky. If this applies to you, then read the following very carefully, because you're about to be delighted when I tell you it's out.

1 Read the manual! Okay, if you're not a big flight-sim fan you might think the manual mentions a lot on the "big" side — but don't be put off, juvies, it's not as big and scary-like as it first seems. Honest.

2. Don't be frightened by the millions of keys, either. At first it might seem as though you need upwards of twelve to control (it is Thousand), but you'll soon find that most of the keys are only used occasionally. There are several important ones which you use all the time — for moving and firing, that sort of thing — so learn them, and then pick up the others as you go along.

3. Use an analogue joystick, if possible. The mouse is all very well, but if you're seriously into the game it's worth investing in an analogue joystick. The other control it gives you will be all-important in completing the game.

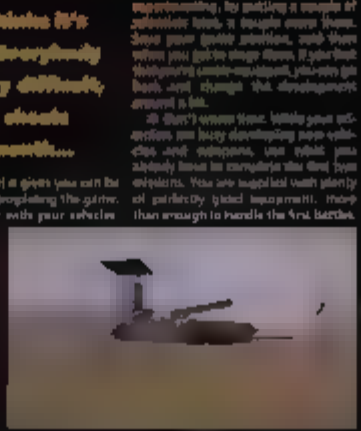
4. Get familiar with your selection. Choose two or three different vehicles at first, just about to have them drive or fly, and really get good at controlling them before moving on to other vehicles. Don't try something complicated like the helicopter two-seater, because you'll just get frustrated with crashing all the time. Start with a tank, or something ground-based, and then go for the real fun — the aircraft.

5. Control as many vehicles at once as you can. The priority is only able to direct and control a limited number of friendly vehicles at any one time. So, the more vehicles you have out, there, the more "efficient" their attacking capabilities become.

6. Aircraft are difficult to control, but are fast and powerful. Ground vehicles are slower, and therefore more difficult to attack, but generally easier to control. Is this two minuses?

7. Destroy all the vehicles and buildings that you're likely to use in stage three. Of course, you don't know what they are until you get there, but by then it will be too late. Try experimenting, by putting a couple of particular items, a couple every time. Keep your game active, and then when you get to stage three, if you find that certain equipment, you can go back and change the development around a bit.

8. Don't waste time. While you are active are busy developing new vehicles and weapons, use what you already have to complete the first few objectives. You are supplied with plenty of perfectly good equipment. More than enough to handle the first battles.



9. Capture the enemy base which is situated on the island ESE (East-South East, overlooking here) of Base German. Do it as soon as possible; because it increases the number of attackers available for weapons development.

10. Concentrate on completing missions including the capture of enemy bases, as this will result in more reconnaissance about what future missions should be a bit of the old engineering, if you know what I mean, which, this is an strategy games, is rather interesting.

11. Place MORE Defence Platforms, loaded with mine-missiles against each of your three primary bases. Your bases are very important to the success of your missions, and as of course everything than should be a priority. The Mines will help to help defend the bases from attacks, which will come sooner rather than later. Incidentally, the computer is likely to be similar attention to the same defend here, because the same tactics work there both — Steven.).

12. Capture enemy factories and mines as soon as you can. Not only are manufacturing capacity you gain is important to completing the game, it's essential, but it will take you much longer to get anywhere if you don't.

13. Capture enemy bases to stop them the development of their units like nuclear missiles. They will develop it about what they, but if you deny them depots it means there a lot — and they should give you a good tactical choice.

14. When using the Auto-Fire with aircraft, make sure that they have flying about 1500 feet. Otherwise you might find that the Computer has a bit of a fit, and starts thinking that the ground is its enemy, or something, and tries to crash it while travelling at twice the speed of sound.

15. If you use the Auto-Fire with ground-based vehicles, which isn't for most, know vehicles don't come round (!), and if the Computer decides it has a raider, you might be in trouble. (This Auto-Fire thing's a bit crap, really, isn't it?).

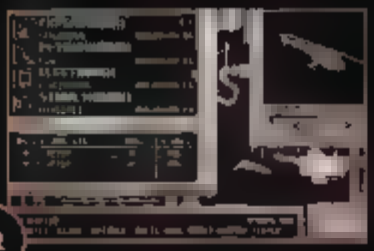
16. Don't use the checking device all the time, because it slows down the game. Instead, if you're in the middle of a battle against 10 strong tanks and a few aircraft, there might not be a tremendous anyway. Still, that's life, the life death.

17. Zoom out on your radar display, because only ground objects picked up by radar will be relayed back to the big tactical map display.

18. Try to play the game in two-player mode (yes, you need to introduce a friend at this point, folks) because two pairs of eyes are better than one, and two heads are better than one.

19. Always have a pre-formatted disk handy for saving your position mid-game. You'll regret it if you don't.

20. Always write down your saving co-ordinates as soon as you get them (or just save every power hole found, because the odd hole you save is the quick route quickly the next time.



MANCHESTER UNITED

Tips for Man Utd. Tim James from Krisalis spent six hours writing these, apparently, so you'd better blimmin' well use them. Or else.

TEAM SELECTION

Each player has the following stats which show their abilities using a series of coloured bars:

SPEED
The speed of the player, believe it or not.

STAMINA
How quickly the player tires and slows down over the game.

AGGRESSION
How keen the player is to tackle and win the ball back. Players with high aggression but low tackling ability will foul players more frequently than others.

CONTROL
The individual player's ability to control the ball while dribbling. Highly skilled players can turn through tight spaces with the ball stuck to their feet, but the lower skilled players tend to lose the ball more easily.

PASSING
The player will pass the ball to another team mate when you click the fire button. How accurate that pass is depends on the player's passing ability.

TACKLING
At tackling the other players. [illegible]

INTELLIGENCE
When you set up the tactics, you give a player instructions regarding style and positioning. These instructions will often conflict what is actually happening on the pitch. For example, you have told your man on the right side of midfield to make positioning runs down the flank close to the touch line. Unfortunately, your opponent has other ideas and has had you pinned back in defence. The player's intelligence will determine whether he holds back to help defensively or hangs around the wing following your orders to the letter.

FITNESS
This is a general fitness level which affects speed and stamina.

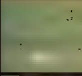
MORALE
This will affect all other skills.

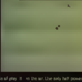
POWER (midfield players only)
Shot power.

ACCURACY (midfield players only)
The ball will not always go in the direction expected depending on a player's accuracy. Most Premier Division first team players are pretty accurate but this falls off in the lower divisions.

POSITIONING (goalkeepers only)
Their ability to position themselves in the right place for incoming shots, corners and free kicks.

HANDLING (goalkeepers only)
How likely the goalkeeper is to catch the ball or parry it.





STYLES OF PLAY

Each player has his own preferred method of play. If you have selected to be one of the more skillful sides, like Blackburn or Man Utd then you can be quite flexible in your style of play. If you have selected one of the more [illegible] sides then you will have to use the [illegible] to play your strengths. These [illegible] [illegible] that you can get the ball to a [illegible] [illegible].

1 THE SHEARER
A player will frequently get into a scoring position directly in front of the goal. Although keepers tend to be at their best in this situation [illegible] are within the goal area. Hard straight shots to beat the goalie, especially if enough aftertouch (swerve) is applied to the ball.

2 THE LINEKER
As mentioned above there are only a few strikers who can beat keepers outright. It can be beneficial to play two or even three strikers in an [illegible] attacking role waiting to pounce on dropped or parried balls. Highly recommended.

3 THE [illegible]
Keepers are much easier to beat from an angle, especially when the ball is in the air. Use only half power with a lob and swerve to leave the hapless goalie clutching at fresh air.

4 THE LE TISSIER
Again from an angle, but just to the side of the post and swerve it in. This will generally only work with highly skilled players.

5 THE WADDLE
Go against your instincts and lay the wing. It does require more skill to get the ball in the box from this position but great territorial advantage can be made, especially with fast skilled wingers. For players with high control skills given a 90 degree turn at the touchline should be no problem.

6 THE BASSETT
You may have picked a team [illegible] talent. Fear not, some managers have made a career out of making something from nothing. Get one or two decent players up into scoring positions and then supply them using full power and lobbing over the opposition's midfield to deliver the ball to the feet of your strikers.

DEFENSIVE OPTIONS

1 THE [illegible]
In the common defensive back four you do not have to worry about key skilled players, as long as they can get in the way and boot the ball back up the field you shouldn't concede too many goals.

2 THE GUNNER
When going for the all important 0-0 draw it's a good play to pack the area with defenders. Not interesting, though.

3 THE CHARLTON
If you feel confident that you can keep the opposition pinned in their own half, you can pile the pressure on by pushing your full-backs forward. Make sure that the players are fast enough to get back should the other team break though. Would have got to the World Cup using this tactic.

GENERAL TIPS

1 THE WREXHAM EFFECT
Playing a lower division club may be frustrating as your tricks won't come off as often as when managing a higher side. The opposition however will be just as unskilled as when your good mate does sneak off, they won't be equipped to deal with it. When you do meet a Premier League club you will find that the 'giant killer' aspect will raise your game, and give you a better chance. If you're a Premier side, don't expect the lower clubs to be a walk-over.

2 THE GASCOIGNE
If you are informed during a match that one of your players is slightly hurt, don't worry too much. If he is in pain, substitute him at least to possibly avoid prolonged injury.

3 THE TAYLOR
Should things be going against you at half time, don't be afraid to experiment with both your formation and line up. A fresh pair of legs often works.

PERIHELION

Trundling down a Cyberbeach with a laser pistol in my manipulator, scanning across the sea, scanning across the sand; Scanning down the laser of the robot on the stand... Absolutely negative — I'm dead, I'm alive; I'm a Cyberdroid, killing a robot. (The above is a short extract from Andy Hutchell's first novel in his native Welsh 'Gwaithmul Parks Arianrhod' (Oi, that's my Parks you space-Ranch), which if there is any justice, will never be published. Ever) What a sad waste of space he is. Truly.

GENERAL RULE

If you see any attributes, items or tools which you don't understand, just move the cursor over them and you should get an indication in the status-line below.

WEAPONS

You can reload all your weapons on the Equipment Screen by selecting the required weapon and clicking onto the related ammo. When you should have a reloading sound. It's better to use uncharged weapons if you can, because then you can mix them and hence combine weapons with a single click on the hands of the Combat Screen. This uses twice a load of Action Points for equipment rearrangement.

DUNGEON SCREEN

You can scroll the scrolling text of the messages with the + and - keys. When you use an item it disappears from the item window - if it's replaced by an out-of-date TV, then the charge on you've dropped it or used it on something, if it simply disappears then it's probably destructed, and so you can find it on your Equipment Screen.

ITEM ANALYSIS

Select an item on the Equipment Screen, then switch to the Network Screen and type in "ANALYSE". Your selected item will appear in the small window, and you will see many parameters of your item on the screen. Minimal Requirement values indicate the level values the character requires to use the item. Special Effects shows bonuses by the item on to overall increment on the total 100 percent.

DREAMING ANALYSIS

Move the scrolling mouse over an image on the Combat Screen, then switch to the Network and type in "SCAN". The selected character will appear in the small window together with an extra character point. Always check the Reformation Tendencies of the people that have the same child values. Select your spell and strategy accordingly/relatively. For example, if encountering the 'BIG' powers evolutionar against Arcadi/Intervenes, then it's not wise to attack it with a Mistress Death spell.

"SELECTED"

Always remember that when you select something on the screen, it will be remarkable wordwise on another screen. For example, when you select an item it can be analysed on the Network Screen. Or when you select a spell you will see the selected spell on the Combat Screen.

STAMINA-PARADOX

As you probably realised, if your Stamina reaches 0 you become unconscious, but if the enemy's reached 0? Well, who would have up and yawn?

NETWORK SCREEN

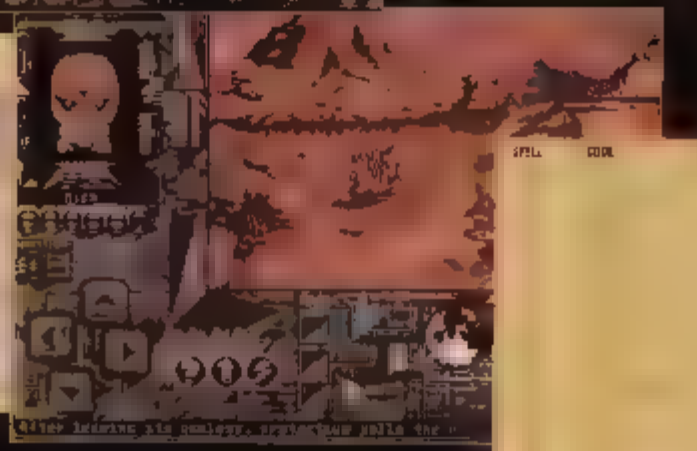
To slip back in a previously visited screen, use the up and down arrow keys, just like in the Amiga's Workbench shell.

RESISTANCES

Resistances are designed to be a second-level filter of inflicted damage. There are 16 of them and they cover as many possible influences you can face in the game.

Let's look at how they work. Say the basic situation is that you were injured by a kind of the Negative Energies spell. The referred resistance is High Transformers, and the quantitative value for 80. So, your percentage resistance against High

Some Useful Numbers



After entering the complete sequence while the

SPELL COST

Enhancements affect your damage output.

Your enhancements only be modified by your deployment. For the remaining modifiers at each turn use the New Analysis network function. Resistances are the only values that don't change in real-time during combat, and they are one of the most important things to build your combat strategy on. For the best attacking method you have to find out the resistances of your opponents — use the Organoid Analyzer network function.

ACTION POINTS

The Action Point method was developed to simulate the real-time flow of non-real-time combat. At the beginning of each round each character has

the Action Points, and is how many Action Points they use for a certain action depends on their personal values. For example: if a character has a speed of 113, then the requirement is an 13 Action Points.

The most important Action Times are:

Operations: This indicates how many Action points are needed to leave an Character Equipment on the Equipment Screen.

Physical Action Time: Indicates how many Action Points required to perform a Physical Attack or Defence.

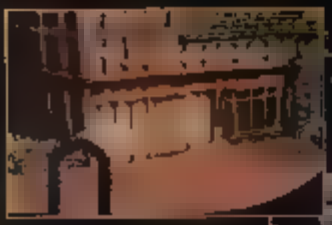
Magic Action Time and Mental Action Time are the same, but with Magic and Mental Attack and Defence.

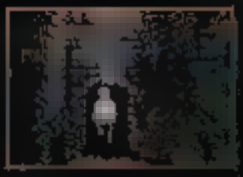
Note: On the Character Screen, you can see the Actual values of these values, affected by your Actual Weapons in hand. Have a look and panic heavily. Smaller when you get a spell, it doesn't hit you yet. It is best for up you can get it down for later in the game.

The values on this page were sent in by Alan Ogden from Dallas/Ellaers, and he!

'I met a devil woman with evil as her middle name. I met a devil woman she's gonna publicize! Eh, yeah... Yeah, that's not really what we meant...

Lure of the Temptress





In the village

Go to the Forge under the arch in Smithy Street. Talk to Luthern and get the underlings. Find Mathis and talk to him, agreeing to go with the idea. Go to the Village Shop and give the metal ice to Ivan, in return, he will give you a Gem and twelve Groats. Go to the Maggie Tavern and give the Bath to Nerfie and take the flask she offers in return. Give Mathis and talk to him to find out about Gregory. Go back to the Forge and give the Bra to Luthern. Talk to Luthern to hear about Grub. Go to the Maggie Courtyard, talk to the stranger sitting down and ask him what he knows about the Black Goat. He will reveal that he is Grub and will give you a lockpick. Go to the Second Artist and talk to Ivan about Tatsigh. She will then give you Tatsigh's diary which you should examine before going to the Market Place.

Give the lockpick to Ratpouch and then look at the door on the Beautiful Island. You'll find that it has a lock, so ask Ratpouch to use the lockpick on it. Go into Tatsigh's house and look at the apparatus on display that is too far off to hover. Use the mechanism on the burner and when the process has finished, use the flask on the tap. The tap is on the right hand side of the apparatus. Go to Middle Street and drink the contents of the flask. You can now enter the Town Hall without getting into trouble with the Night Guard. Open the door and go into the Town Hall. Talk to one of the guards and Gwendy will be freed. Since he has left the Town Hall, talk to him until the guard has gone off. Talk to Gwendy again and then look at the poster outside the Mistress Lodge. Make sure you're ready for the encounter and then talk to Mistress to get the Tarot.

In the Imaginarium

With this little beauty recently released on Twilight, we decided that a full solution would be the only thing that would prevent you hopeless gamesplayers from wasting in with queries.

In the Imaginarium

Pick the lock from the cell and get free of the gang. Go out door and look for the Skull guard to open it. The guard will order the stranger and run over to the fire. Slip through the door and close it shut behind you. Lock the door so the other can't get out. Go to the Guard Room and pick up the bolts that's on the barrel. Get the bottle as well and look at the barrel to find the tap. Use the bolts on the tap and then use the bottle on the tap. Look at the sack and you'll find a Gem. If you find a lough, look through the grill.

Go right into the Torture Room. Use the bolts to put the leather cord around Ratpouch's foot, and then go to the Outer Cell and give the bottle to the prisoner. Get Ratpouch to open the bricks so you can escape through the hole in the wall. You are now outside the Castle in the Village.

In the village

Go to the Forge under the arch in Smithy Street. Talk to Luthern and get the underlings. Find Mathis and talk to him, agreeing to go with the idea. Go to the Village Shop and give the metal ice to Ivan, in return, he will give you a Gem and twelve Groats. Go to the Maggie Tavern and give the Bath to Nerfie and take the flask she offers in return. Give Mathis and talk to him to find out about Gregory. Go back to the Forge and give the Bra to Luthern. Talk to Luthern to hear about Grub. Go to the Maggie Courtyard, talk to the stranger sitting down and ask him what he knows about the Black Goat. He will reveal that he is Grub and will give you a lockpick. Go to the Second Artist and talk to Ivan about Tatsigh. She will then give you Tatsigh's diary which you should examine before going to the Market Place.

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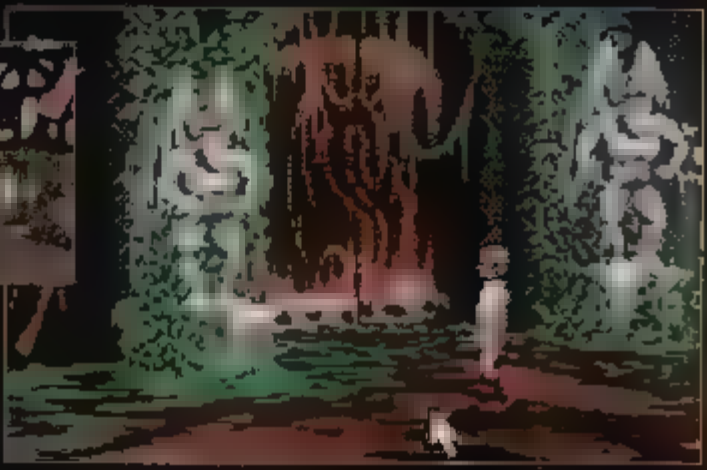
The monk's lodge

Go to the Monk's Lodge and give the monk an other item he will give you a statue in return. Talk to Wolf and Toby and, after talking to Toby Alert, again, go to the Apothecary Darkshop. Ask Sorwin if she can provide you with an infusion of herbs. She will ask you which one you want. Pick the top Avalon Nightbloom, Jacamaina and Cockaine are out of stock at the Apothecary. Go to Mistry Crest and get Cockaine from the flower patch at the left-hand side of the screen. Go back to the Apothecary and give the Cockaine to Sorwin.

Leave the Apothecary and wait for a minute before returning to ask Sorwin if the spell is ready. If it isn't, wait another minute and ask again. Go to the Sacred Area and talk to Kiley. He should tell you how to get through the Marquetry. Go to the gate and talk to the Marquetry. You need a female to open the gate for you, but the Marquetry won't accept Sorwin as you are to talk to Sorwin and get her to help you open the Marquetry. Go to the gate to meet Sorwin and when you call her, talk to her and she'll open the gate for you. When the gate is open, don't waste any time before going through it. Sorwin will go through automatically. Push or pull the skulls to open the doors. When you are in the red or green cave, tell Sorwin to go into the cave before you and wait or wait at the south four times. It will take thirty kits for the cave monster to die.

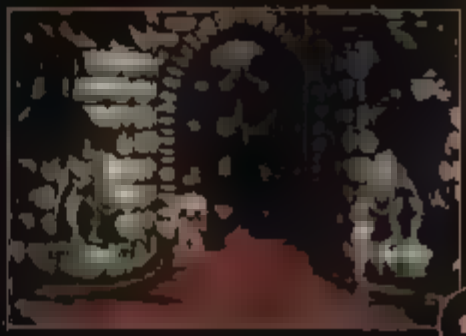
As soon as you reach the Dragon's Lair, use the potion on the dragon. Talk to him and convince him to help you. He will give you the Eye of Oathgate. Getting back to the entrance cave is much easier than getting to the dragon. Push and pull the skulls until the door on the right opens. Once out, go to the Market Place and wait for a Stool. Enter the Village Shop. Look through the Windows And Stool to the entire conversation. When it has finished, go to the Village Shop and wait to Stool. Stool will take off to the cave.



In the kitchen

Go to the kitchen left-of stairs and look at the top one. You'll find that there's a lamp in it. Next, go up the steps to the kitchen, look at the cupboard to find the fat, get it and use it on the lamp. Talk to the stranger twice and say that you've come for Sorwin. Talk to Mimoyo and tell him to tell the Short that Sorwin wants to see him. Stay in the kitchen until Mimoyo returns, then talk to him again. Ask him what the Short is interested in. Go back to the Wine Cellar and use the tongs on the bung. Go back to the kitchen and go right to the Passage. Talk to Mimoyo again and tell him to tell the Short that there's a leaking cask in the cellar. Now go up the steps to be above the Dining Room. Wait for the Short to leave the room, count to ten and then go left to the passage. Go through the lower half of the Dining Hall until you reach the Gateroom.

When you reach the Gateroom use the fat on the lever and wait for Mimoyo to arrive. When Mimoyo arrives, talk to him and then tell him to pull the lever. You need to operate the winch at the same time as Mimoyo pulls the lever. This takes a bit of practice. Once you've successfully completed that, go back to the Passage and up the steps to be above the Dining Hall. Go right to the second half of the Dining Hall, use the power unique you're a Jedi Fighter, and go up the steps to meet the monster on the mezzanine. It will take thirty hits to kill the monster. When he's dead, go left and — lucky — you're finished.



SNIP TIPS

Happy I have that last bangin' Harry. Mmmm. Pass the onions. Sweet! Look at that jollyfield! Well what can I say! Thanks for the enormous amount of tips and signatures that have been flooding in of late — you're really getting the hang of this aren't you? Don't forget, software prizes are up for grabs to anyone with a bit of skill, so keep 'em coming. And the address is: Sir Tips, The Gun, 30-32 Farringdon Lane, London EC1R 3AU.

BOOPS
Prestige

Mr Alan Taylor has [illegible] intriguing game [illegible] he has [illegible]

[illegible]

Why can Sonic Compact would like to remind us all that you can play as Knuckles (character) by holding the joypad to get it to the left when [illegible] start 1 at the right for eight seconds. Thanks, mate. I'll bequeath about that.

ACTION REPLAYS

CANNON FODDER
Virgin

Recruits [illegible]
Mission [illegible]
Missiles [illegible]
Grenades [illegible]
Level [illegible]

CHAOS ENGINE
Renegade (or was it Microprose?)

Player one money [illegible]
Player two money [illegible]

GOOS
Renegade (yes, this game was a mess)

Number of men 225
Health [illegible]
Money 1FB & 8SB

MORTAL KOMBAT
Virgin

Credits [illegible]

SONIC BLAST
Virgin

What with the hedgehog just been released on Sega, Virgin's [illegible]

MINEFACTOR
Psygnosis

Many thanks to, er... well, me actually! Yes, I spent last night playing this important puzzle game, and here are the passwords I managed to uncover.

[illegible]

MENTAL FOOTBALL
Virgin

Good news from Cheshire has sent in a list of codes for this wacky kick-about, and here's a few to get you winning...

[illegible]

FLY HARDER
Grolier

Short and sweet this time from Nicholas Whatever-your-surname-is-this-only-says-you-know-it-from-the-Mean-Machines-Sega-sheet.

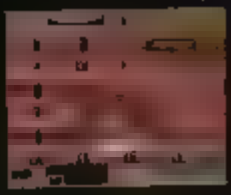
[illegible]

MOUSE TRAPS
Lemmings

Apparently, Adam Jones from Kent has got hooked into some interesting puzzle-platformer, and somehow he's recently been stuck on level ten, so I'm not sure why not print the young man's codes. I thought, the get a problem with that?

[illegible]

SUPERNOVA
TRANSMITTER
SUMMIT
NEWSREPORTER



SNIP! SEND ONE
Virgin/Sega

Considering how long it took me to complete Spot, one of our stars tips was first month, I thought I'd give you the second level code just in case you can't get [illegible]

Just type 'SUCKS'

TANK 'N' STUFF
[illegible]

A number of people have written in with this, but young Christopher Jones from Bexhill was the first to find a secret code in our game disk. Insert the Mag disk, hit power the game and press [illegible]

SOL 2
Grolier

[illegible]

CORRECTION

POPULOUS

Dead I'm afraid to say that I made a bit of a mistake in the May issue, when I mis-transcribed Peter Tong Croydon's handy character code. It SHOULD have been Abandonment, Flood — Thank 'ee for keeping quiet (sorry).

GAMES SURGERY

SHOW—OFF'S SHELF

MEDICATION REQUIRED

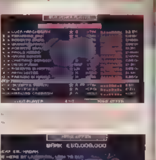
FREE PRESCRIPTIONS

THE SURGERY IS NOW CLOSED

KICK OFF !

THE SENSIBLE WORLD OF SOCCER (PART THE FIF[illegible])

[illegible] SWOS [illegible] from the [illegible] chaps. Have [illegible] done [illegible]



Why [illegible] get the feeling that everyone at Sensi is trying to avoid [illegible]? Is it perhaps that every time I've tried to make contact over the last week [illegible] phone [illegible] and tells me [illegible] no one [illegible]. Sorry. No one here, and puts the phone down.

Things improve a little when I get through to Martin who [illegible] my existence but politely [illegible] that everyone is [illegible] at the moment and probably won't be able to talk to you for another [illegible].

In a bold [illegible] to go directly to the [illegible] the [illegible] himself [illegible] me that [illegible]. Apparently [illegible] and [illegible] a difficult [illegible] Chappers [illegible] his neck in [illegible] a few [illegible] the [illegible] and the [illegible] corner [illegible] the [illegible] the [illegible] of time [illegible]

[illegible] progressed from seeking [illegible] find myself engaged in an enjoyable new game of [illegible] the [illegible] in the [illegible] player [illegible] straight [illegible]

[illegible] in be [illegible] delivered [illegible] like a clock that after [illegible] straight [illegible] now [illegible]

[illegible] o'clock [illegible]. The tape [illegible] is set up and I'm feeling pretty [illegible] of myself [illegible] spell [illegible] Harry [illegible] that [illegible] from his Mam, who has been [illegible] by a heavy [illegible] had an [illegible]

The [illegible] to be [illegible], [illegible] Harry [illegible] using the only phone in the office that gives [illegible] signal for the [illegible] Oh well [illegible] all [illegible]

Right. Five [illegible] his [illegible]

[illegible] on the [illegible] of the Sensi [illegible] would [illegible] that the [illegible] he wants [illegible] him from [illegible] a bit later [illegible] ensuring [illegible] him [illegible] adding all sorts of [illegible] problems [illegible] round my girl [illegible] with me for spending [illegible] on the phone bill.

Unfortunately there's no other [illegible] on the interview [illegible] my friends [illegible] find myself [illegible] here in the office on [illegible] a [illegible] when [illegible] evening [illegible] being [illegible] in the [illegible] by one unhappy girlfriend. Well [illegible] as they say, "THE BETTER OF A [illegible] GOOD GAME". Sorry [illegible] out of my system.

[illegible] just that we arranged the [illegible] with Sensible Software [illegible] we have [illegible] it might have been [illegible] month. God [illegible]!

And the band played on.

WHAT'S GOING DOWN, DADDIO?

[illegible] Nothing! I'm finally [illegible] what a [illegible] We've just been [illegible] things organised really. We [illegible] that SWOS [illegible] to be [illegible] months. We also had to [illegible] together [illegible] general Sensi [illegible] Oh but it was worth [illegible] What about SWOS then?

Well we've been getting the transfer market in place and trying [illegible] when you can view them. [illegible] points where some players have played and some haven't [illegible] the effect [illegible] you'll be able to go to the market after [illegible] games have been played. All this will be [illegible] gameplay because we're [illegible] as [illegible] as possible in order to get the best possible [illegible] in the game.

Originally the lads were going to [illegible] through some of the transfer market [illegible] then they decided to go to the other extreme and make it as [illegible] as possible. Chris Chapman has [illegible] a huge chunk of his time synchronising all the competitions [illegible] the SWOS universe and making sure that the information is [illegible]

What we've been doing mostly [illegible] has been really boring. It's really technical and dull but we've been trying to finalise how we

[illegible] player form. At this point [illegible] to explain it to me, and like the fool [illegible] say OK. Thankfully, the tape machine captured it all so prepare yourself for an insight like never before.

Each player has seven skills: passing, heading, tackling etc. all arrived out of eight. If you've got an incredible player, he'll have a score of 56 (that's 7 x 8 multiplication fans!) whereas if he's really crap he'll have a score of [illegible]. These skills are set up on a position grid so that if a player with good heading is placed as a [illegible] forward that position will fully utilise his heading skill, and will therefore double his heading skill points.

As an attacker a player would have two highlighted skills then non-highlighted skills with the rest remaining normal. As an attacker his finishing and heading skills will be the most important, and therefore doubled. Of course playing an attacking role his tackling and passing skills would be halved.

Yes, it certainly makes interesting reading doesn't it. Anyway you get the idea [illegible] these stats are for calculated results only, or you're just playing as a manager [illegible].

Once you have the player [illegible] all skill score for his position [illegible] 'Enabled skill' it's affected again by [illegible] variable [illegible] which acts as a sort of experience rating. If a player is promoted to international position [illegible] will only improve, whereas if he [illegible] his performance will suffer.

'We then put his good score through this experience factor and continue, which modifies it to give us a number between one and 3. We then [illegible] of these 5 scores, plus the raw scores of the unpicked [illegible] divide it by [illegible] and end up with the average team score which we call the 'Raw Team Rate'. This is further modified by a 'form' [illegible] which [illegible] the figure off based upon past performances. This gives you an overall end of the day, all [illegible] and done score that is then pitted against another team who have similarly had their score calculated.' Blimey, hell I've got a headache.

EXCRUCIATINGLY HARD SUMS

Of course this only affects computer scores and manager-only games so the thing [illegible] to know (being a traditional type) is how will these skill points will affect the player [illegible] playing it.

If you look at the Mega Drive version of Sensi the star player had the ball sticking to his feet. In SWOS this would translate to a player with a high score for the Ball Control skill. This means that we can have eight different levels of ball stickiness, depending on the current player's [illegible] rating.

The key thing [illegible] in mind here is that a player [illegible] a score of one in all skills will still be a really good player [illegible] didn't want to have terrible players just to justify the feature [illegible] so you can still have a [illegible] without worrying about [illegible] around the field like a bunch of [illegible]. I think you'll find [illegible] mate. [illegible]

The skills should [illegible] the actual playing [illegible] with the ball. Everything, when you [illegible] touch the [illegible] a good player more will just [illegible] the [illegible] slightly. It won't be [illegible] you'll just [illegible] right [illegible].

The [illegible] skill [illegible] [illegible] good [illegible] might just help [illegible].

Though [illegible] doesn't want this to overly affect the game, he hopes it will make the teams play in a more realistic way. Rather than [illegible] being very fast they should actually play in their positions, so Steve Bruce and Gary Pallister will be really good at tackling, and Mark Hughes will be really good at finishing (and goal-banging?) but not necessarily good at tackling.

The team haven't even started the in-game stuff yet [illegible] concentrating on the [illegible] systems, but [illegible] out [illegible] percent of the [illegible] game [illegible] already there [illegible] a lot of tweaking to add the skills and make sure they work. With the other stuff (transfers, player skills etc.) they've had to start from scratch, building it up from nothing is what takes the time.

'Nice [illegible]!' More of the same only [illegible]
Thanks to Martin of Sensi for being an incredibly helpful dude this month [illegible], man!

IS JUST IN

THE SENSIBLE SOFTWARE FANCY FOOTBALL LEAGUE £1000

The competition of the 1993/4 season reaches its half-way mark and already the 'Dream Team' is becoming clear. Ah, but is it yours?

W

THE CLASSIFIED RESULTS

WHAT DO POINTS MAKE?

Each of your eleven players will gain plus or minus points depending on how their team played as outlined below.

Goalkeeper: 1 point for every goal their team concedes or points for a clean sheet.

Defender: 1 point for every goal their team concedes and 3 points for a clean sheet.

Midfielder: 1 point for every goal their team concedes and 1 for every goal scored.

Striker: 1 point for every goal their team scores.

Bonus points: 1 point for every goal they score and an additional 3 points for every hat trick.

Yellow card: individual players score 1 point if they are shown the yellow card.

Red card: individual players score 3 points if they are sent off.

If one of your players is suspended from the league the team will score 1 point for every match he misses.

HOW ARE YOU DOING?

Every week on this scoreboard add up the scores for your player and keep the total number of points you've amassed. Last month's list

Rank	No.	Player	Last Week	Points This Week	TOTAL
GOALKEEPERS	1	The Gateway	5	5	10
	12	Woodman Troll	7	7	14
	23	Simon le Bon		4	3
	14	Saint Peter	3	0	3
	31	Nigel Martyn		0	3
	18	Jim Stewart	0	5	5
	47	Joseph Sharpe	9	10	
	19	Bruce Grobbelaar		3	
	82	Pope John Paul II		1	0
	1m	Ray Clemence	4	7	11

Rank	No.	Player	Last Week	Points This Week	TOTAL
DEFENDERS		The Gatepole	5	5	10
	8	Jet Woman	9	1	10
	4	The Joker	5	9	14
	9	The Riddler	5	5	10
		Scary			4
	4	Sleepers	7		4
	8	Crystal Palace			4
	6	Wolf	2		4
	14	Mark Bump		4	4
	25	Paul McCartney	3	4	4
	16	John Lennon		3	3
	5	Richard Jones		4	4
	5	Angie the Ape	3	4	10
	24	Hadrian	4	9	13
	7	Eduardo Lorkan	7	9	16
	18	Henry V	3	5	15
	46	David Beckham	5	5	9
	47	Gary Charles		5	4
	48	Martin Kelly	3	3	5
	15	Andy Sinton	4	3	4
	27	Keith Richards	3	3	7
	56	Hide	3	3	7
	19	Roy George	4	3	7
	50	Alex Nicholls	3	3	7
	18	Steve Jack	4	4	3
	54	Shane Whisker	4	4	2
	19	Jakob Kjeldberg	4	4	7
	1	Frank Sinclair	4	4	2
	26	Scott Parker	3	3	3
	30	Nigel Jemmison	4	3	4
	1	Steve Mountain	3	3	3
	1	Rob Jones	3	4	3
	15	Michael Ballack		1	2
	7	John Regan	1	3	2
	1	Alex Williams	2	1	3
	15	Kenny Lachman		1	3
	31	Ph. Thompson		1	4
	1	Steve Nicol		1	4
	24	Jeremy Smith		1	4
	44	Phil Neal		1	4

Rank	No.	Player	Last Week	Points This Week	TOTAL
MIDFIELDERS	6	Albert the Butler	5	1	16
	7	Two Face	5	1	16
	8	The Pumpkin	5	3	17
	9	Bungle	5	3	19
	18	Baby Clanger	3	2	8
	7	Playing The Jew	4	4	18
	28	Eddie Van Halen	1	3	4
	29	George Michael	4	3	3
	20	David Bowie	3	1	4
	79	Ramses II	3	4	18
	24	Shirley Bell	10	4	15
	4	Carl Blackwing	1	4	18
	50	Lucky Pup	6	5	19
	1	Dead Wise	4	3	17
	17	Geoff Thomas	4	3	17
	1	Elizabeth Taylor	3		4
	12	Blue Phoenix	1		1
	13	Sub Worthy	3	3	1
	37	Eddie Howard	4	5	0
	13	Steve Hodds	3	5	0
	76	Dennis Wise	5	5	8
	15	John Barnes	4	1	1
	34	Joe Malby	4		5
	15	Ray Houghton	4	3	3
	14	Gerard Conlon	4	1	14
	15	Martin Tonk	4	1	14
	19	Innocentude	3	3	14
	103	Ron Tosh	4	4	1
	106	Steve Haighway	4	4	8
	107	Graham Souness	4	5	1

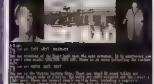
Rank	No.	Player	Last Week	Points This Week	TOTAL
ATTACKERS	9	The Scarecrow	10	4	18
	10	Keith Gordon	10	4	17
		Batman	4	8	18
	14	Mr Jam	5	7	12
	17	Steve Dragon	10		15
	33	Porky (1988)	5	12	17
		Peter Oakley	6	1	11
	12	Spock	11		13
	13	Bong	4	1	12
	17	Hanna	8	1	2
	17	Red Lucie	0	3	0
	18	[illegible]	0	6	6
	13	Derek Hirst	11	1	12
	14	Lee Sharpe	5	5	14
	9	Nigel Clough	9	11	22
	14	Sid Vicious	3	6	9
	15	Lucie	8	6	14
	16	Jamie Redknapp		3	16
	35	Gavin Peacock	6	3	13
	16	Mark Stein	3	6	9
	17	Craig Burley	3	3	19
	18	Ross Beardsley		4	3
	40	Lee Nash	11	4	17
	88	Tom Ritchards	7	4	11
	1	Charlie Nicholas	3	4	13
	91	TFF	15	3	18
	35	The Singing Glue	10	4	14
	104	Kevin Keegan	8	3	18
	109	Barry Dolphin	11	3	14
	110	Roger Hunt	10	3	17

Team	Played	W	D	L	F	A	P
Catholic Family	5	4	1	0	14	2	9
Tottham Park Rangers	5	3		0	7	3	9
We Love U Ingland	5	3	0	2	15	6	9
Windy Addicts	5				9	3	8
We Only Sing	5	2	0	3	14	3	6
Mountain Union	5		0		11	5	4
Chelsea	5	2	0	3	8	7	6
Red Machine	5	2	0	3	10	6	4
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dead Al	5	0	0	5	0	3	0

THE TEAMS

So who are the all-important managers men on

Smun Spine
Tottham Park Rangers
Andy Nuclail
We Only Sing When We're Winning
Matt Doughton
The Mountain Union
Harry Albut
The Dead Al
Jon Hare
We Love U Ingland
Icon
The Famous Addicts
Tom Watson
Jesus
Chris Chapman
Isnyard UK
Domestic Diamond
Catholic Family
Nik Henderson
The Red Machine



TEMPORAL MISPLACEMENT

[illegible] my dad's fault that I'm here really. When [illegible] was about seven he brought home one of the Apple II's from his work, and that was when [illegible] life [illegible] hanged. Gone was the happy child who ran in the garden with the air streaming through his healthy head of hair, replaced by a [illegible]-aged sleep-deprived saddo, who'd rather spend his entire summer holiday playing Apple [illegible] or [illegible] than run stark naked through the back garden like every bod[illegible] else. Are you sure about that [illegible] Simon.

And why this sudden nostalgia [illegible]? Well it's because [illegible] don't think [illegible] seen a text adventure like this [illegible] the good old days. Of course the [illegible] thing about those so-called good old days is that when you actually look at anything you remember rather fondly, you [illegible] realise that the good old days [illegible] actually [illegible].

Here's a prime example. Many [illegible] thought [illegible] happy days [illegible] text adventures and [illegible] time spent pulling [illegible] tufts of hair [illegible] [illegible] take [illegible] [illegible] because you haven't solved a puzzle, but because the game [illegible] [illegible] days indeed.

And what's this before me. Well blow me down if it isn't a little [illegible] of the aforementioned fun. Yes Temporal Misplacement is a text adventure [illegible] up with some black and white digitised graphics and the occasional sampled 'hello'. And what's more it's temporally misplaced. Not at all.

You are standing at the south [illegible] end of a large, near empty car park. There is an icy chill in the air and a slight breeze whips pieces of discarded paper around your feet. You can see: A Crumpled Security Pass. 'AHE SECURITY PASS'. 'Take' is not in my vocabulary. 'PICK UP PASS'. 'Pick' is not in my vocabulary. 'GE SECURITY PASS'. 'Security Pass' is not in my vocabulary. 'GET PASS'. 'Pass taken'. 'IIDC-[illegible]ODY-RAY'. 'Nothing happened'.

Now [illegible] remember why people don't produce these text adventures anymore.

OVERALL 37%

PD ZONE

OVERLANDER

[illegible] a lot of a [illegible] [illegible] teenager [illegible] really [illegible] from [illegible] too much [illegible] and [illegible] lots of [illegible] on holiday [illegible] some of my closest friends [illegible] me money [illegible] could get my hands on Spectrum games that [illegible] couldn't afford otherwise.

One particular [illegible] [illegible] to [illegible] [illegible] [illegible] that we should form a games club. Membership to the club would include such perks as being able to pay half towards any games [illegible] as well as being allowed to [illegible] round my house and play them whenever you fancy. [illegible] proved too much for such weak minds.

So anyway, thanks to my mate's [illegible] soft and gullible [illegible], there was [illegible] only days after thinking up the idea [illegible] plodding down to [illegible] with someone else's money clenched tightly in my [illegible] grasp and [illegible] the [illegible] [illegible] to celebrate? Well [illegible] went out and bought Ocean's [illegible] [illegible] for my Spectrum. And jolly good it was too.

[illegible] at least now you know why I've been [illegible] [illegible] [illegible] just [illegible] because this is an excellent looking [illegible] of the [illegible] [illegible] game.

[illegible] people will know the game better from the old arcade [illegible] [illegible] [illegible] [illegible]. The [illegible] should be familiar. You have to drive a small buggy across a horizontally scrolling [illegible] [illegible] [illegible] [illegible] and [illegible] [illegible] [illegible] [illegible]

[illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] bomb [illegible] out of the road surface in front of your buggy.

The presentation is superb throughout, with three different sound tracks to choose from, one of which sounds suspiciously like Pygmalion Kitral, and colourful graphics sporting three layers of parallax.

As always, the simplest ideas are the best. And this is one of them.

OVERALL 85%

WORLD DARTS CHAMPION

I've selected this game out of the three appearing on Assassin Disk 15E mainly because it was the only one that was any fun, and also because the other two were so crap that it hurt my head having to think of things to say about them.

World Darts Champion is [illegible] you [illegible] it [illegible] and be brutally frank, nothing more than a [illegible] test, with a bit of [illegible] thrown in for good measure.

ROB'S GAMES

OVERALL 69%

OVERALL 90%

ANT WAR

OVERALL 39%

PD PEOPLE

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Bruce Hirst, The One January 1994
Overall Score 87%
Worth £27.99 A1200, £28.99 A500/600

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Simon Byron, The One December 1994
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David Upchurch, The One April 1995
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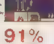
RECOMMENDED

We went to say good-bye to the sea when the sun was low enough to be doing some intricate golden things with the water. Harry said that if we were lucky we might find some semi-precious stones washed-up at the edge of the tide. So we searched among the shining pebbles, half-heartedly at first, for bits of amber, citrine and carnelian. Then, Simon stopped us all in our tracks with a shout. "Hey, I've found something fan-tastic." We crowded round excitedly. "It's Elfmania! Look, see how it shimmers with a fiery hue!" Just then Andy exclaimed, "Dolgellau! I don't believe it, it's James Pond 2, glowing even more temptingly than a pint of mild!" And almost at once Matt squawked, "Blimey! If I'm not mistaken, that imperishable hunk of burning crystal yonder is in fact, Bump 'N' Burn!" We decided at once to take these precious games back to the office, polish them lovingly and set them forever in 24 carat Recommended. And here they are.

Alfred Chicken

86%



Publisher:	Mindscape
Issue Reviewed:	October 1993
Memory:	1Mb
Price:	£25.99

[illegible]

Brutal Sports Football

88%

Publisher:	Millennium
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£25.99

[illegible]

Alien Breed 2

91%

Publisher:	Team 17
Issue Reviewed:	December 1993
Memory:	1Mb
Price:	£25.99

[illegible]

Bubba 'n' Stix

91%

Publisher:	Core Design
Issue Reviewed:	January 1994
Memory:	1Mb
Price:	£25.99

[illegible]

Beneath a Steel Sky

93%

Publisher:	Virgin Interactive
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£34.99

[illegible]

Bump 'N' Burn

90%

Publisher:	Grandslam
Issue Reviewed:	June 1994
Memory:	1Mb
Price:	£25.99

[illegible]

Body Blows Galactic

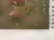
87%

Publisher:	Team 17
Issue Reviewed:	December 1993
Memory:	1Mb
Price:	£25.99

[illegible]

Cannon Fodder

91%



Publisher:	Virgin Interactive
Issue Reviewed:	December 1993
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Price:	£25.99

[illegible]

Championship Manager Italia

89%

Publisher:	Hatrix
Issue Reviewed:	March 1994
Memory:	1Mb
Price:	£17.99

Although the main difference between this and the other Championship Manager games is that you get to take control of [illegible] [illegible]

Heimdall 2

90%

Publisher:	Core Design
Issue Reviewed:	April 1994
Memory:	1Mb
Price:	£34.99

[illegible]

Elfmania

91%

Publisher:	Renegade
Issue Reviewed:	June 1994
Memory:	1Mb
Price:	£29.99

[illegible]

Hired Guns

91%

Publisher:	Psygnosis
Issue Reviewed:	September 1993
Memory:	1Mb
Price:	£29.99

[illegible] Hired Guns [illegible]

F1

90%

Publisher:	Domark
Issue Reviewed:	February 1994
Memory:	1Mb
Price:	£25.99

[illegible]

Jurassic Park

8[illegible]%

Publisher:	Ocean
Issue Reviewed:	October 1993
Memory:	1Mb
Price:	£25.99

[illegible]

Frontier: Elite 2

96%

Publisher:	GameTek
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£34.99

[illegible]

James Pond 3

90%

Publisher:	Millennium
Issue Reviewed:	April 1994
Memory:	2Mb
Price:	£29.99

[illegible]

Fury of the Furries

90%

Publisher:	Mindscape
Issue Reviewed:	January 1994
Memory:	1Mb
Price:	£29.99

[illegible]

K240

90%

Publisher:	Gremlin
Issue Reviewed:	May 1994
Memory:	1Mb
Price:	£29.99

[illegible]

Genesia

88%

Publisher:	Mindscape
Issue Reviewed:	January 1994
Memory:	1Mb
Price:	£29.99

[illegible]

Liberation: Captive 2

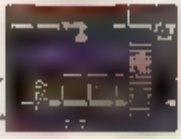
9[illegible]%

Publisher:	Mindscape
Issue Reviewed:	December 1993
Memory:	1Mb (CD32/A1200 only)
Price:	£34.99

[illegible]

The Lost Vikings

90%



Publisher: Interplay
Issue Reviewed: June 1993
Memory: 8Mb
Price: £29.99

The Lost Vikings is an arcade adventure. Trey have been stranded when your control each of which has different abilities. And you have to use them in the right order to solve the puzzles. And be sucked, it's one of the best of last year's releases.

Mega Motion

86%

Publisher: Mega Legend
Issue Reviewed: April 1994
Memory: 512K
Price: £19.99

Look at the Mega Motion is a time-saving game as we played on the spot. The Lockright is bigger and the graphics left. It probably as a bit of [illegible] and [illegible] characters. They are mistake as part of a turn-coin. The other games being Sonic, which we saw in 94's [illegible] and [illegible]. It's [illegible] glitch action.

Microcosm

86%

Publisher: Psygnosis
Issue Reviewed: January 1994
Memory: 8Mb (CD32 only)
Price: £15.99

Look, so basically it's Fate meets Star in a bare 3D world with up to the Sphere Hunter Killer. Out of the 11 3D shoot 'em ups on the Sphere Hunter Killer, Out of the 11 3D shoot 'em ups on it's just plain the best looking one. It's actually pretty bright. And it plays pretty well too, although the joypad shows it had rather gone. Hands down it's really trying to survive. Ah well.

Micro Machines

89%

Publisher: Codemasters
Issue Reviewed: October 1993
Memory: 1Mb
Price: £23.99

In our opinion just like Cooper, maybe Small Screen "3" is the non-driven racer Grand Prix but up pretty. Very hard. Although Micro Machines isn't quite as grainy in the Sphere Mode on Christmas, it compensates on this by having the best four player de-bend, you'll [illegible] Mode. In fact it's good fun to be played is for [illegible].

Mortal Kombat

89%

MORTAL KOMBAT PIC

Publisher: Virgin Interactive
Issue Reviewed: January 1993
Memory: 16Mb
Price: £34.99

The game is Virgin and Probe Software for sending us one arguably the most accurate coin-op conversion ever. It's long time. Everything from the sound effects to [illegible]. The graphics, the sound and, most importantly the gameplay. Who says quality? [illegible] up with Edmonton, has now the best level-for-on on the Amiga.

Overkill

89%

Publisher: Mindscape
Issue Reviewed: October 1993
Memory: 4Mb (1.3Mb only)
Price: £25.99

As a 12MB only game which originally appeared over at of the 16 bits Overkill is the most intense shoot'em up in ages. Story is [illegible]. It's actually Defender with a [illegible] gameplay. [illegible] 3D [illegible] 3D [illegible] the graphics [illegible] the [illegible] and [illegible] game. Though.

Premier Manager 2

90%

Publisher: Gremlin
Issue Reviewed: September 1993
Memory: 1Mb
Price: £25.99

[illegible] day you have an money and a football management sim. So what are do you [illegible] and [illegible] Premier Manager 2 is a [illegible] football [illegible]. If you fancy taking your team to the top of the league then you've arrived to come.

Puggsy

90%

Publisher: Psygnosis
Issue Reviewed: March 1994
Memory: 1Mb
Price: £34.99

On the surface, Puggsy looks like a slow platformer with the [illegible] game, but if you spend a few minutes playing the game [illegible] and highlighting will be left in Psygnosis interface. Puggsy's a [illegible] adventure with fantastic graphics and sound.

Qwak

88%

Publisher: Team 17
Issue Reviewed: November 1993
Memory: 1Mb
Price: £12.99

Qwak may be just a budget title but it's completely brilliant which is why it's [illegible] of Puggsy and Pinball Dreams in the Recommended. It's a two or three-player Bubble Bobble style game with the aim being simply to guide Qwak on his adventure filled odyssey through the kingdom of Crimbia. Simply marvellous.

Second Samurai

87%

Publisher: Psygnosis
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99

Although [illegible] making a title too similar to the original First Samurai, this version is a far better game. The game doesn't move quite as fluidly as we want to but he's still pretty fast and [illegible], and the rigorous [illegible] game [illegible] and [illegible] and [illegible] entertaining experience all round.

The Settlers

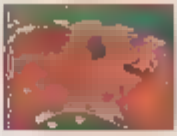
90%

Publisher: Blue Byte
Issue Reviewed: December 1993
Memory: 1Mb
Price: £34.99

Imagine Lost Campaign People cross-one with [illegible] and you'll have a good look. Look at the [illegible] The Settlers looks and plays like. It's your typical Qwak game [illegible] people [illegible] your hole happy and [illegible] and [illegible] up with some super-cute animations as your subjects. Very nice indeed.

Skidmarks

88%



Publisher: Acid Software
Issue Reviewed: January 1994
Memory: 512K
Price: £25.99

If you have read reviews of Super Off-Road then [illegible] Skidmarks. Although [illegible] it's brilliant, in fact [illegible] game.

Simon the Sorcerer

89%

Publisher: [illegible]
Issue Reviewed: February 1994
Memory: 1Mb
Price: £34.99

Syndicate

88%

Publisher: Electronic Arts
Issue Reviewed: July 1993
Memory: 1Mb
Price: [illegible]

Soccer Kid

93%

Publisher: Krisalis
Issue Reviewed: [illegible]
Memory: 1Mb
Price: £30.99

Uridium 2

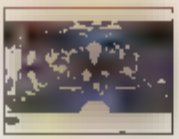
91%

Publisher: Renegade
Issue Reviewed: November 1993
Memory: 1Mb
Price: £30.99

Space Hulk

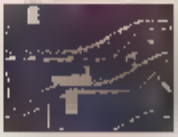
91%

Publisher: Electronic Arts
Issue Reviewed: October 1993
Memory: 1Mb
Price: £[illegible]



Wiz 'n' Liz

Publisher: Psygnosis
Issue Reviewed: November 1991
Memory: 1Mb
Price: £24.99



Stardust

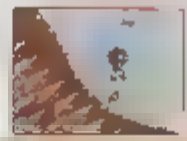
91%

Publisher: Bitmap Brothers
Issue Reviewed: December 1993
Memory: 1Mb
Price: £[illegible]

Zool 2

90%

Publisher: Gremlin
Issue Reviewed: January 1994
Memory: 1Mb
Price: £[illegible]



COMPETITION

Yes! It's the quiz of the month! If you fancy your chances of winning one of ten fab-tastic software prizes then you've come to the right place. Just answer the following questions.

(1) Who is the current Prime Minister?
(2) When was the Battle of Hastings?
(3) What year did the Second World War end?

Answers on a postcard or back of a sealed envelope by July 28th to the following address: All-new Recommended Compo 4, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!

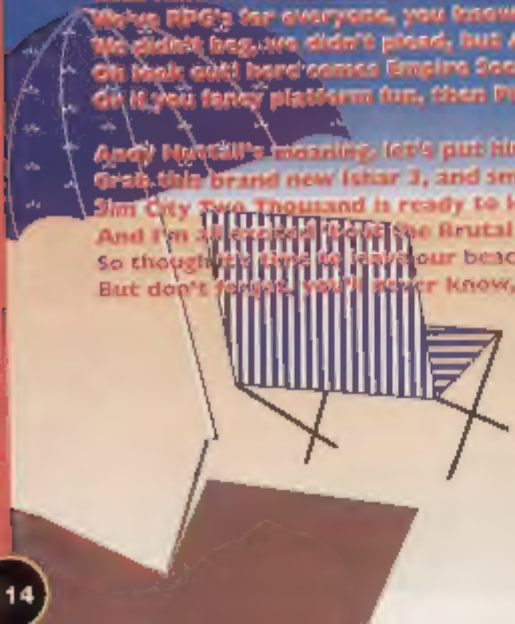
NEXT MONTH

The One boys stood together as the sun sank in the west,
Harry looked a total pit in an old string vest,
Simon tried to comb aside his gently thinning hair,
Matt threw rocks at Andy; he really didn't care,
Nuttall looked all scabby, toasted by the sun,
Harry beat him senseless. It seemed a lot of fun.

The day had been fan-tastic, filled with fun and beer,
A shame that only one issue could be completed here.
Andy's stuff was boring, Matt's copy was late,
Harry was a dull old sod, but Simon was just great,
And now the larks were ending, the light was fading fast,
Matt gave Andy one last kick, and put his arm in cast.

And now we look to August's mag, refreshed, relaxed, renewed,
With Fatt 'N' Tumble fab exclusive demo and review;
We've RPG's for everyone, you know we like to share,
We didn't beg, we didn't plead, but Ambermoon is there;
On Mek out! here comes Empire Soccer — tackle, man-on, shoot!
Or if you fancy platform fun, then Pinky looks quite cute.

Andy Nuttall's moaning, let's put him in his place,
Grab this brand new Ishar 3, and smack him in the face —
Sim City Two Thousand is ready to load up,
And I'm interested to see the Brutal Sports Wild Cup.
So thoughtfully time to leave our beach, the next month will be fun,
But don't forget, you'll never know, unless you buy The One.



August issue out 28th July. It'll be a lot better than Matt's 'poetry'.

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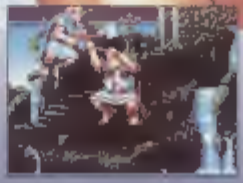

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JULY 1994